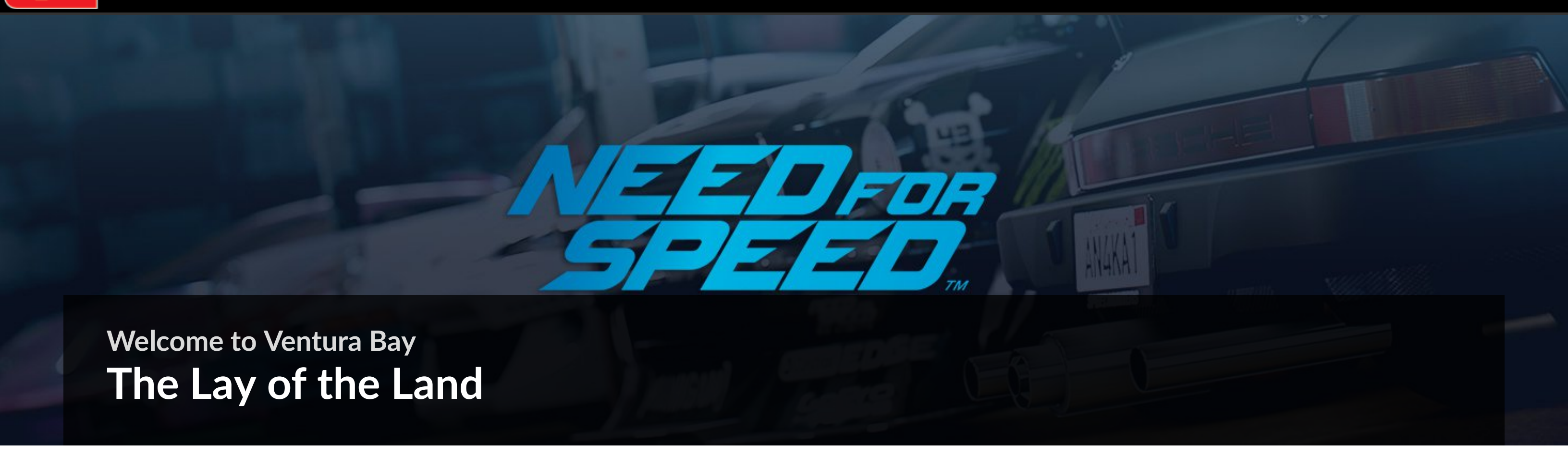
NEED FOR SPEED™

## Welcome to Ventura Bay

# Introduction

So… you’re the new driver in town. Well, this is Ventura Bay—a nice city with miles of roads. While most people just use them to get from one place to another, several locals have found they’re also great for racing. This area features wide city streets, narrow mountain roads, and high speed freeways connecting everything together. The word has gotten out. Venture Bay is the up and coming place for the racing scene. Glad you can join us, friend. Since you’re new to the city, let’s start out with a brief tour…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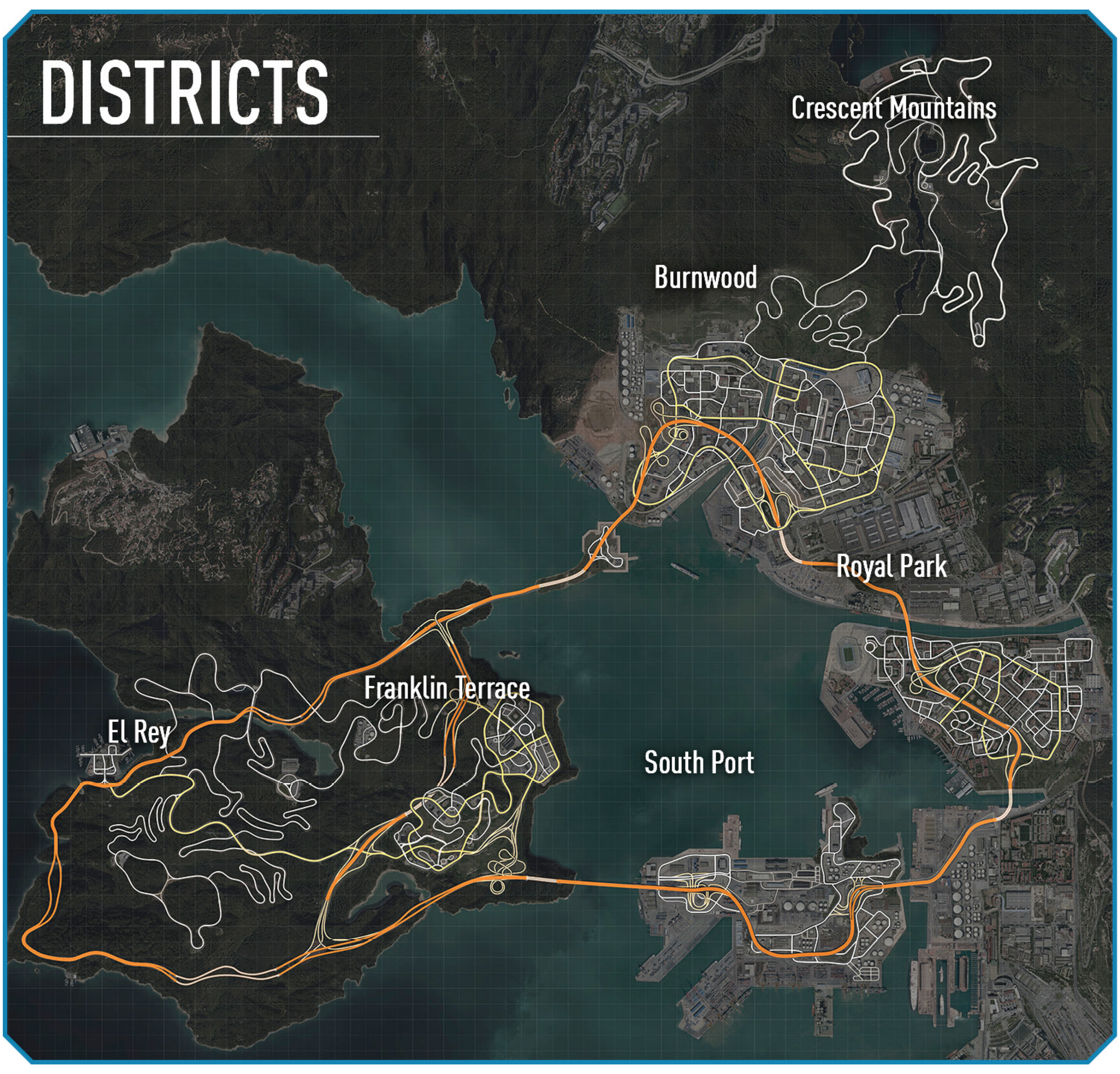
Welcome to Ventura Bay

## The Lay of the Land


DISTRICTS
Crescent Mountains
Burnwood
Royal Park
Franklin Terrace
El Rey
South Port

**Ventura Bay** is divided up into six main districts. Each is a bit different.

**Burnwood** is your home base and where the garage is located. This section of the city features some industry and the railyard. There's also an urban district with offices and commercial buildings.

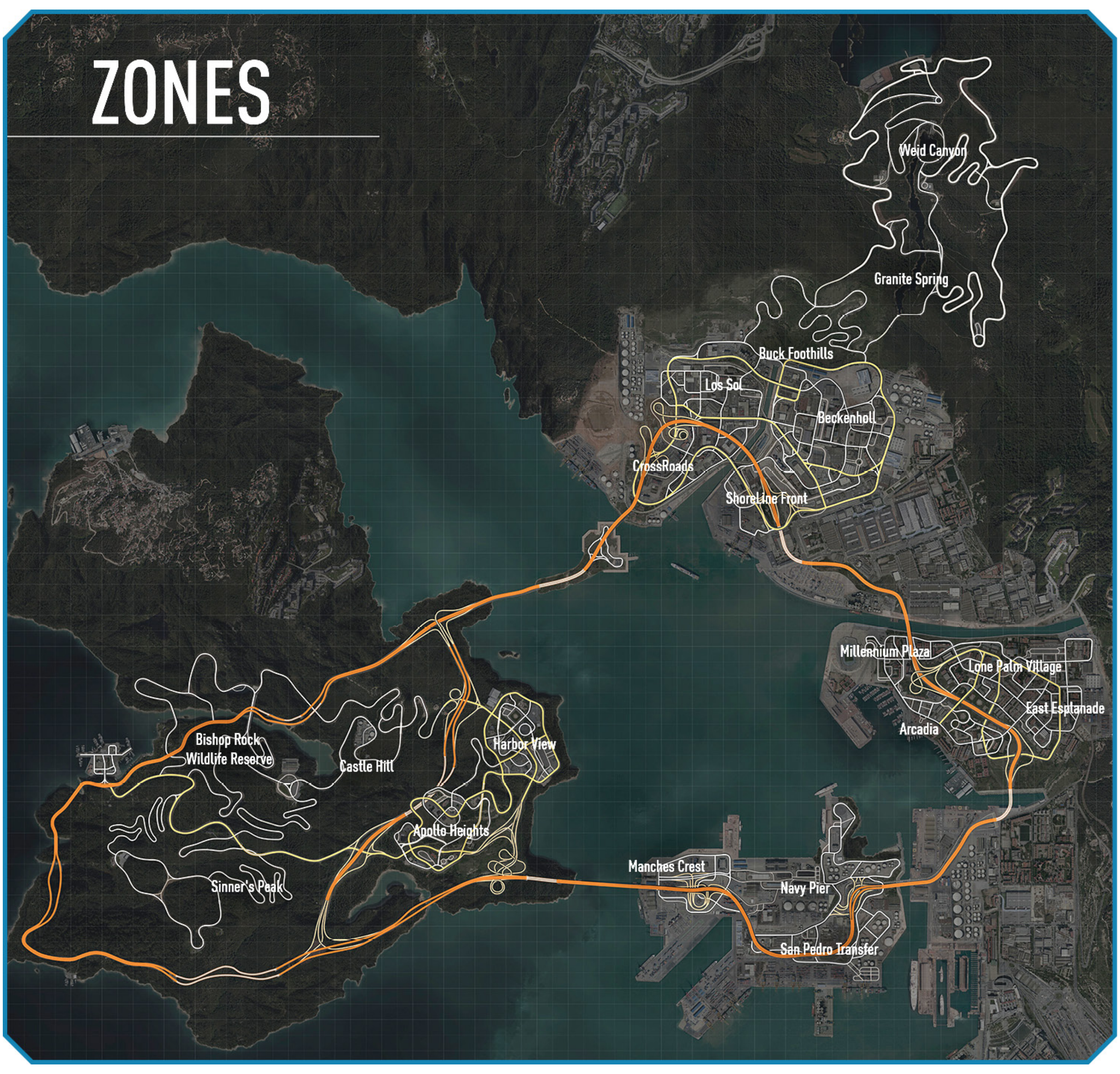
**Crescent Mountains** features a series of roads that wind their way up the mountain toward the Weid Canyon dam.

**Royal Park** is mainly a residential area with some commercial areas, as well. GHOST stadium and some other landmarks are also located there.

**South Port** is almost all industrial. It's dominated by the VB Petrochemical Company and the docks. Lots of narrow roads here.

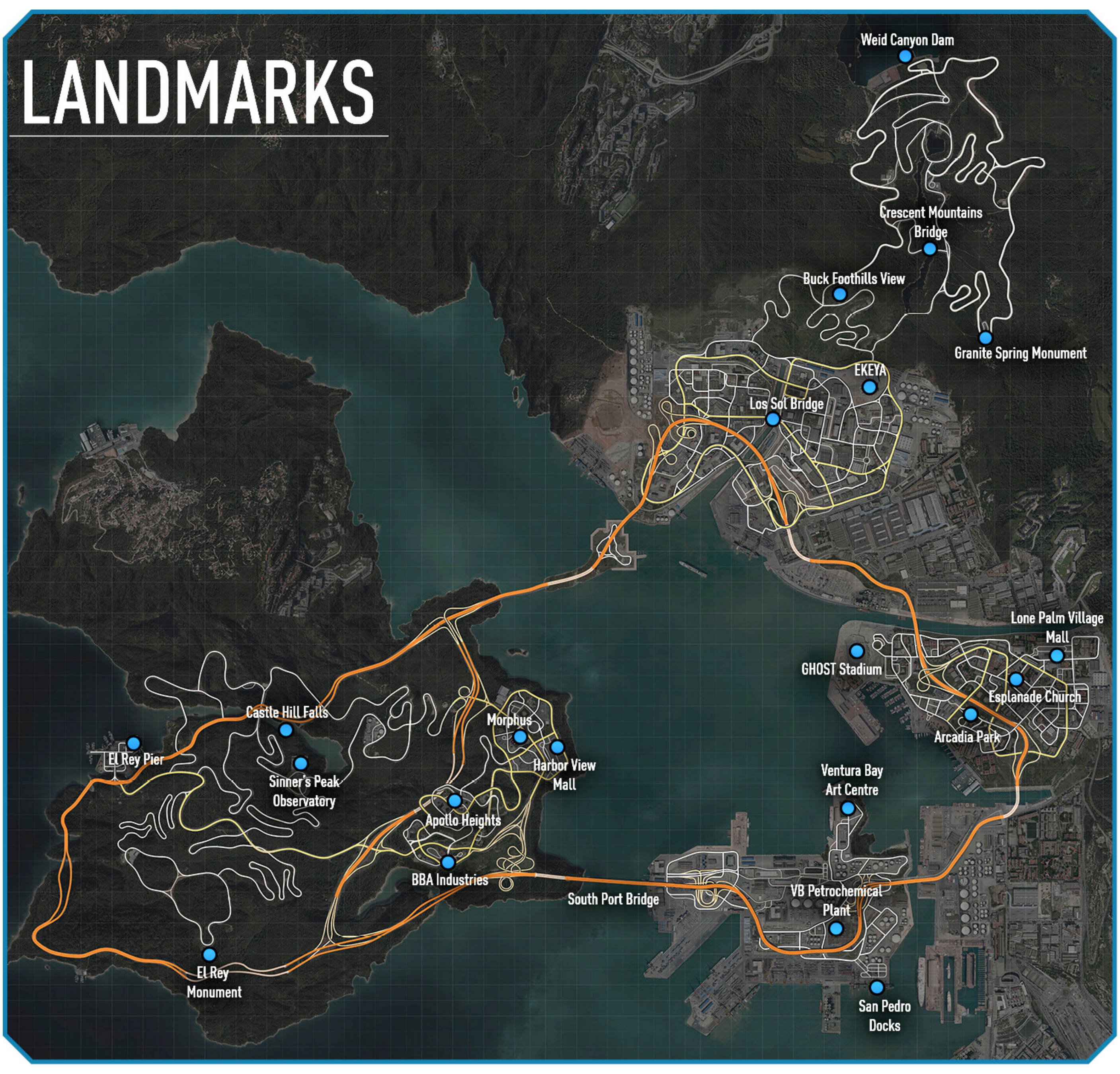
**Franklin Terrace** is an upscale area with tech companies. The streets here wind around, making for some interesting courses.

**El Rey** is a mountainous area with canyons and lots of curvy roads. There are also some nice sights to see if you can slow down enough as you drive by.


ZONES
Weid Canyon
Granite Spring
Buck Foothills
Los Sol
Beckenholl
CrossRoads
ShoreLine Front
Millennium Plaza
Lone Palm Village
East Esplanade
Arcadia
Bishop Rock Wildlife Reserve
Castle Hill
Harbor View
Apollo Heights
Sinner's Peak
Manches Crest
Navy Pier
San Pedro Transfer

Each district is also divided into a number of zones. It's helpful to know the names when discussing locations with other drivers.

Ventura Bay also has several landmarks. When you're not racing, stop by and see some of them. This city is not just roads. It's a world that you can explore.


LANDMARKS
Weid Canyon Dam
Crescent Mountains Bridge
Buck Foothills View
Granite Spring Monument
EKEYA
Los Sol Bridge
Lone Palm Village Mall
GHOST Stadium
Esplanade Church
Arcadia Park
Castle Hill Falls
Morphus
El Rey Pier
Sinner's Peak Observatory
Harbor View Mall
Apollo Heights
Ventura Bay Art Centre
BBA Industries
South Port Bridge
VB Petrochemical Plant
El Rey Monument
San Pedro Docks

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## Welcome to Ventura Bay

# Using this Guide

Need for Speed lets you take the role of the new driver in Ventura Bay. At the start, you meet some of the members of the racing scene. They invite you to events and help guide you through several story lines. This is an open world that allows you to drive wherever you want. You can race and win cash to purchase cars, then customize and upgrade your vehicles to make them expressions of you.

Whether you're brand new to Need for Speed or have played some of the earlier incarnations of the game, the latest and greatest offers several new features that take the genre to new heights. This guide will help you get the most out of your experience and maximize your racing ability.

Let's take a look at what you can find in this guide:

**The Basics** introduces you to the game interface, the people you meet, and the types of events in which you can compete. The Racing 101 section provides some important tips and tactics for competition, such as how to drive around curves at high speed and how to drift. Check this out to learn everything you need to get started as a driver.

**The Cars** is where you can find out about each of the sweet rides in the game. Look here to see which car is best for your style of driving.

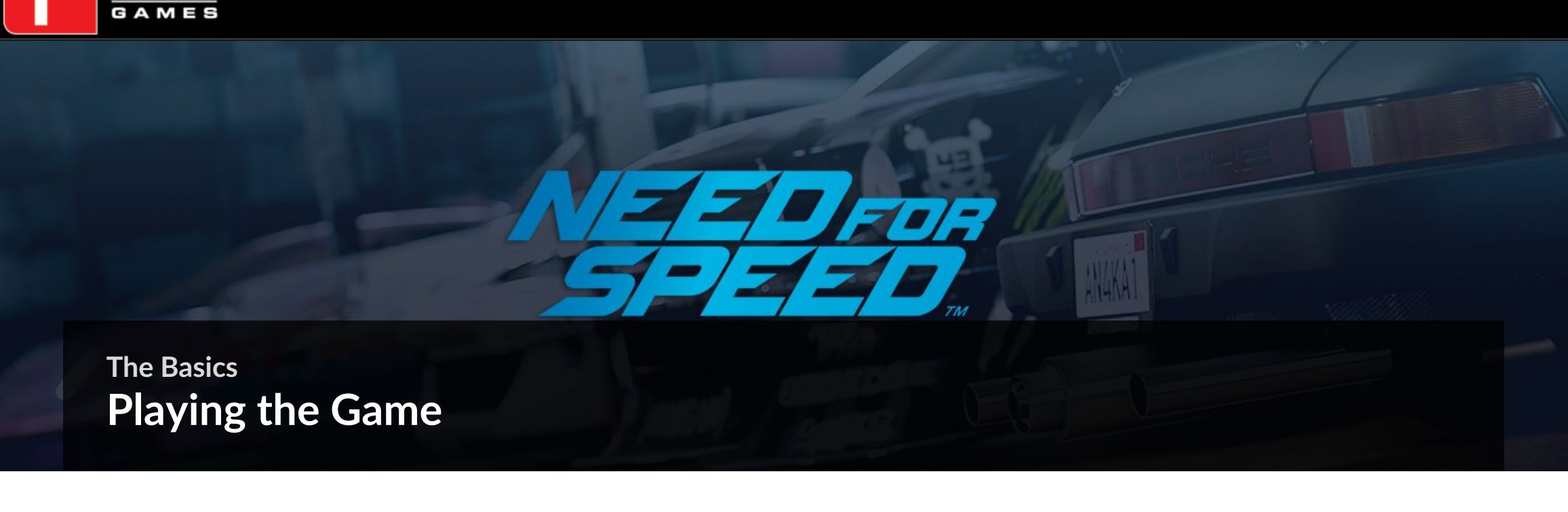
Our **In The Garage** chapter takes you into the place where you can customize your ride. Learn how to upgrade your car with new parts to increase its performance. You can also find out how to tune the handling and customize its look with paint and decals.

The next five chapters cover the various paths you can follow, each of which leads to an icon of Need for Speed. These chapters cover **Speed**, **Style**, **Build**, **Crew**, and **Outlaw**. This section is loaded with maps and racing strategy for every course in the game!

There are lots of Collectibles in Need for Speed. Check out the **Collectibles** chapter to find out where all the vistas, donut spots, and "free" parts are located.

While playing Need for Speed is a lot of fun, you also want to get all the rewards. Not to worry. We've got you covered. The final chapter lists all the **Achievements and Trophies** you can earn.

Now that you know what to expect, start flipping pages and finding out everything you need to know to become the greatest racer in Ventura Bay. Meet all five of the icons and be the one to master all five paths to glory. Good luck!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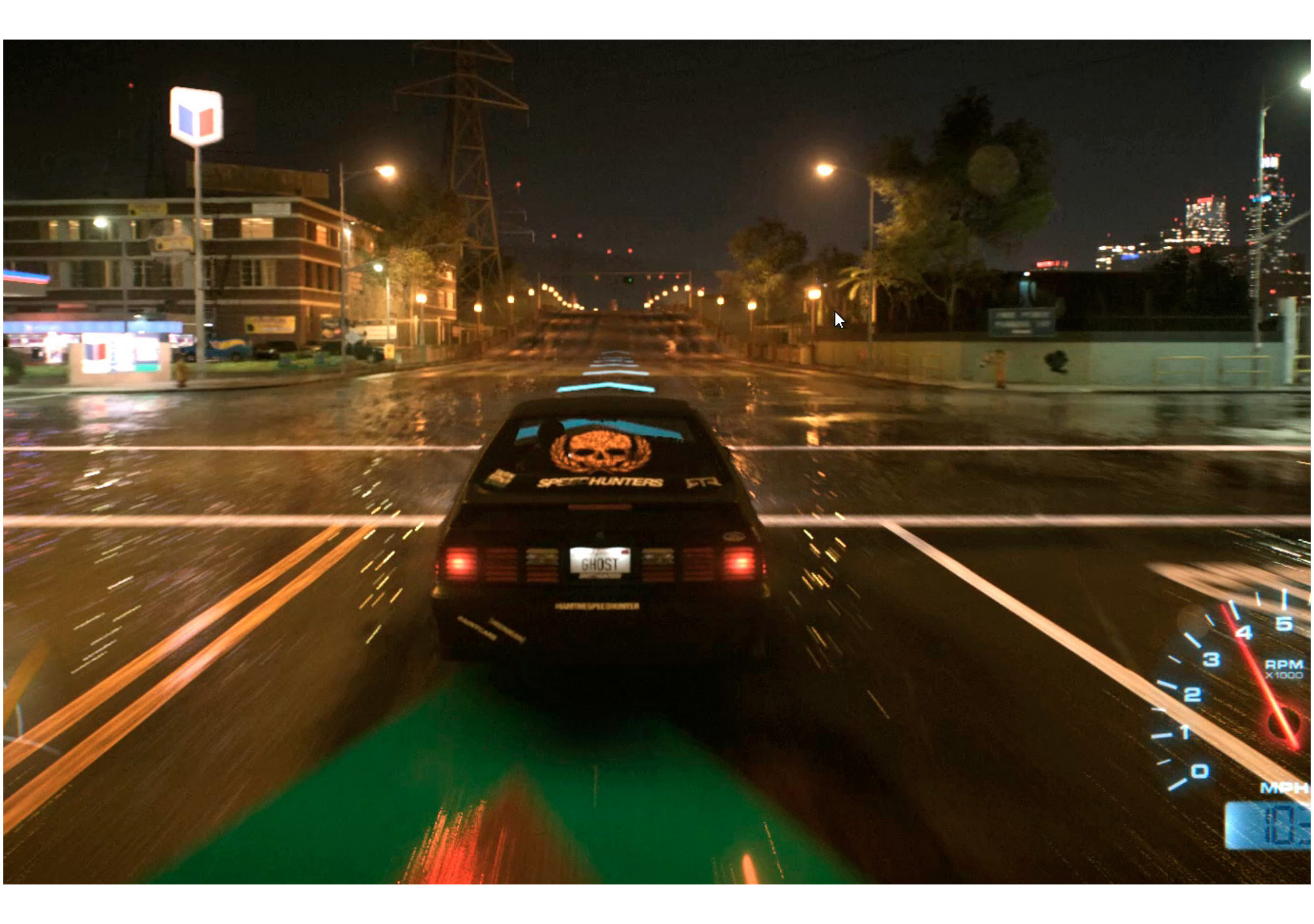
The Basics

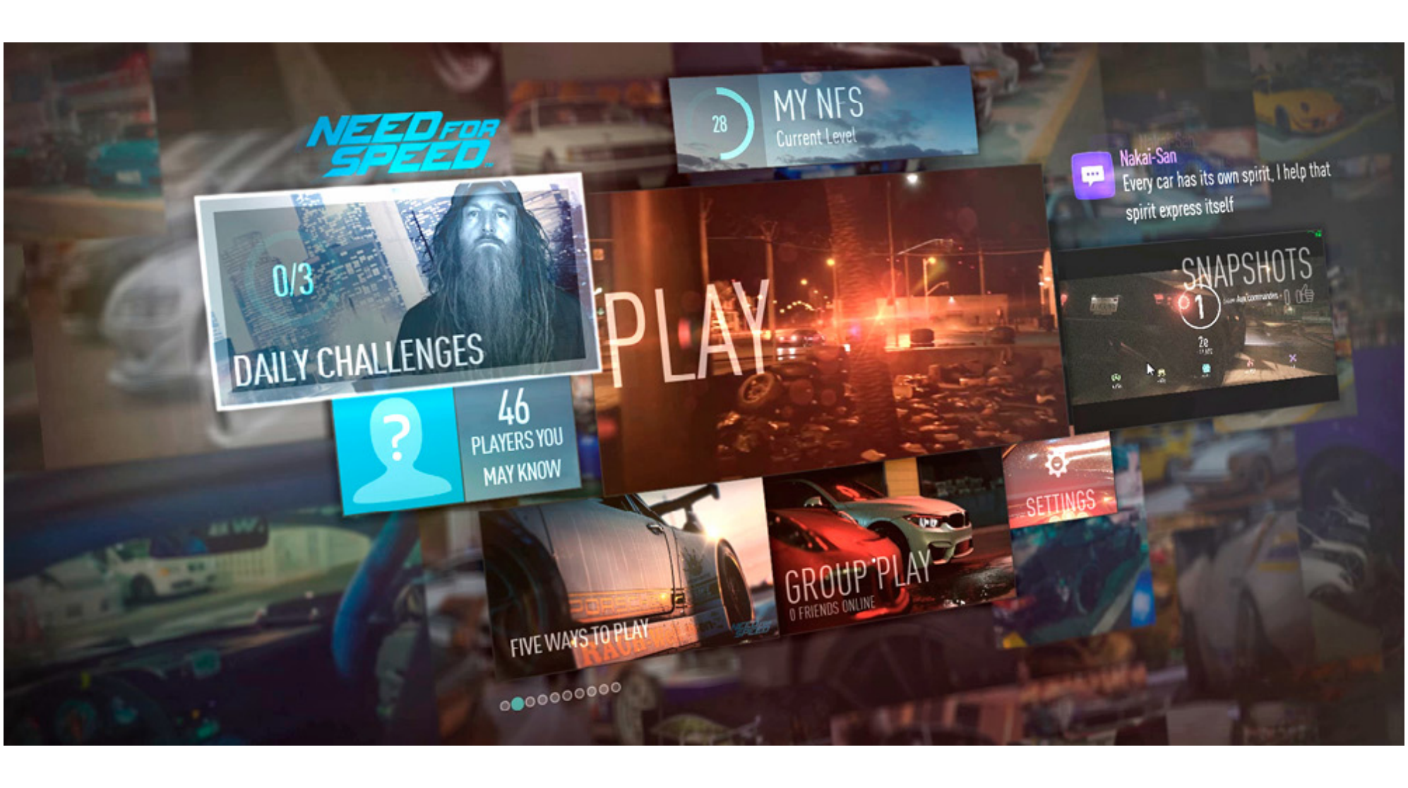
# Playing the Game

Need for Speed puts you behind the wheel of the fastest, most tricked out cars in Ventura Bay. However, you also need to know a few other details to help you stay informed about available events and opportunities, as well as checking on your rankings and those of your friends. So hold back those horses—we'll get to the driving soon enough. Let's go over the game interface first.



## NAVIGATING THE MENUS

### Need For Speed Network

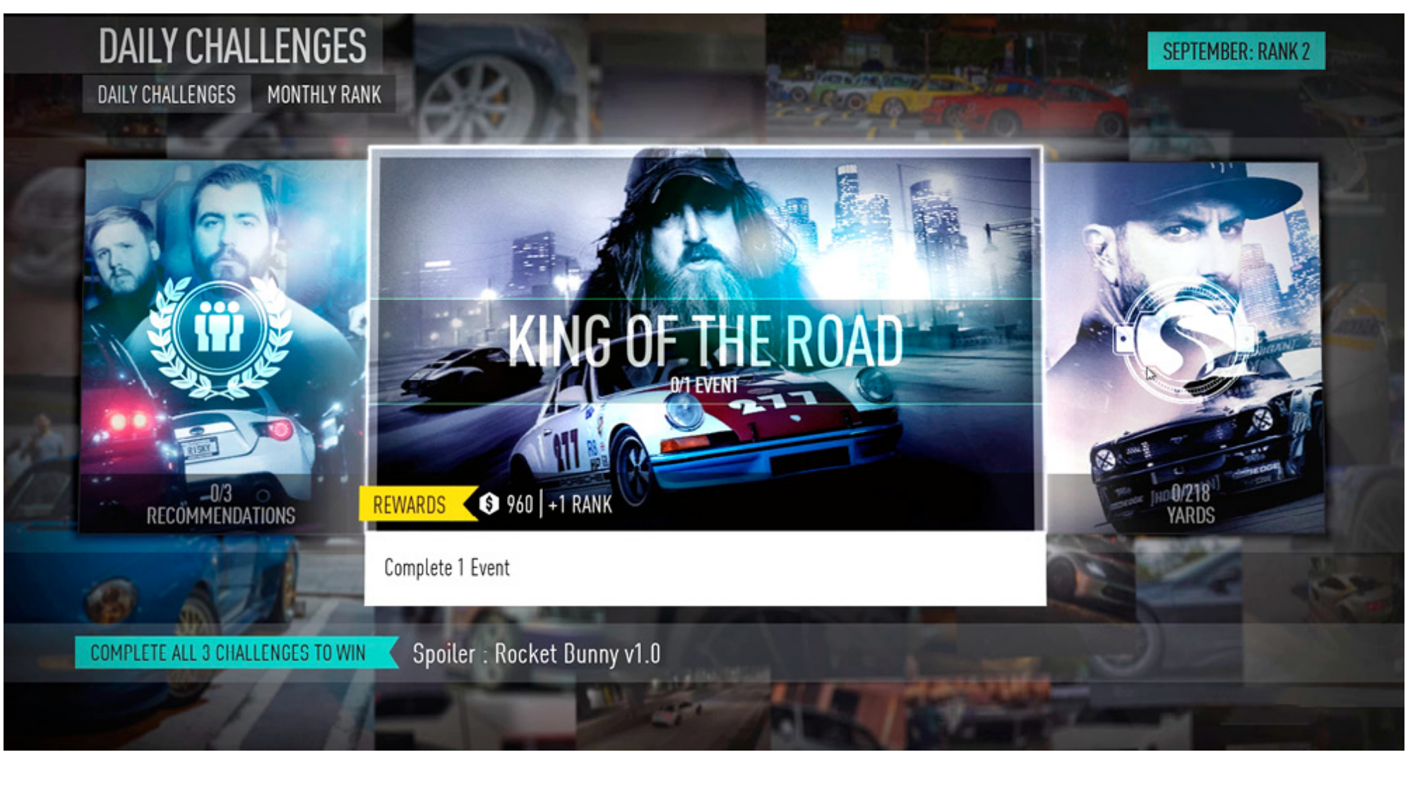

MY NFS
28
Current Level
Nakai-San
Every car has its own spirit, I help that spirit express itself
0/3
DAILY CHALLENGES
PLAY
SNAPSHOTS
46
PLAYERS YOU MAY KNOW
SETTINGS
FIVE WAYS TO PLAY
GROUP PLAY
0 FRIENDS ONLINE

When you first start up the game, you're taken to the Network screen. There's a lot going on here. You can also pull this up while in a game by pressing the Network button. Here's what you can do at this screen:

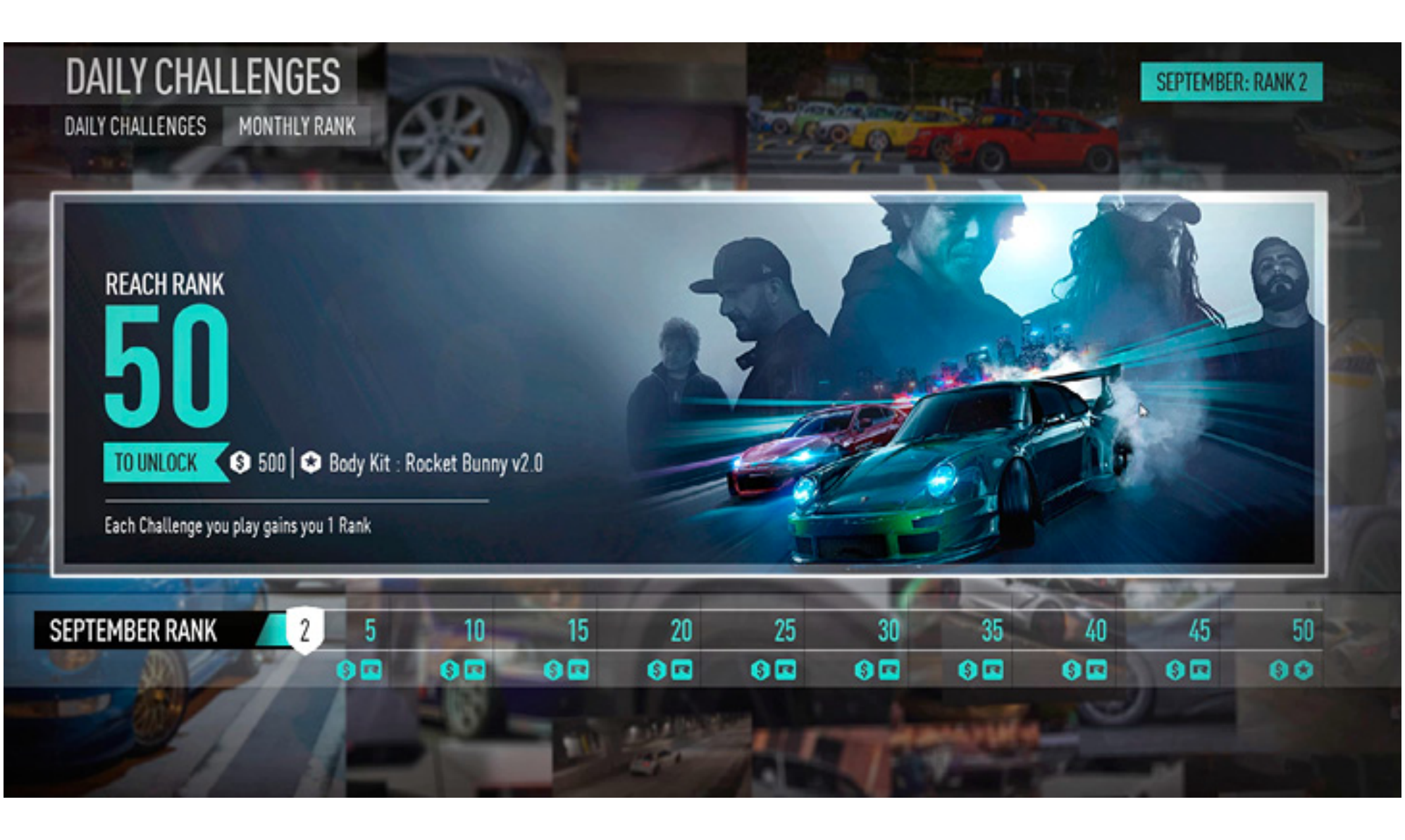
#### Play/Return to Garage

Select this to start playing the game. You can choose a multiplayer game or join a group of your friends. Once you're in the game and access the Network screen, this window allows you to quickly return to the garage and get your ride ready for the next event.

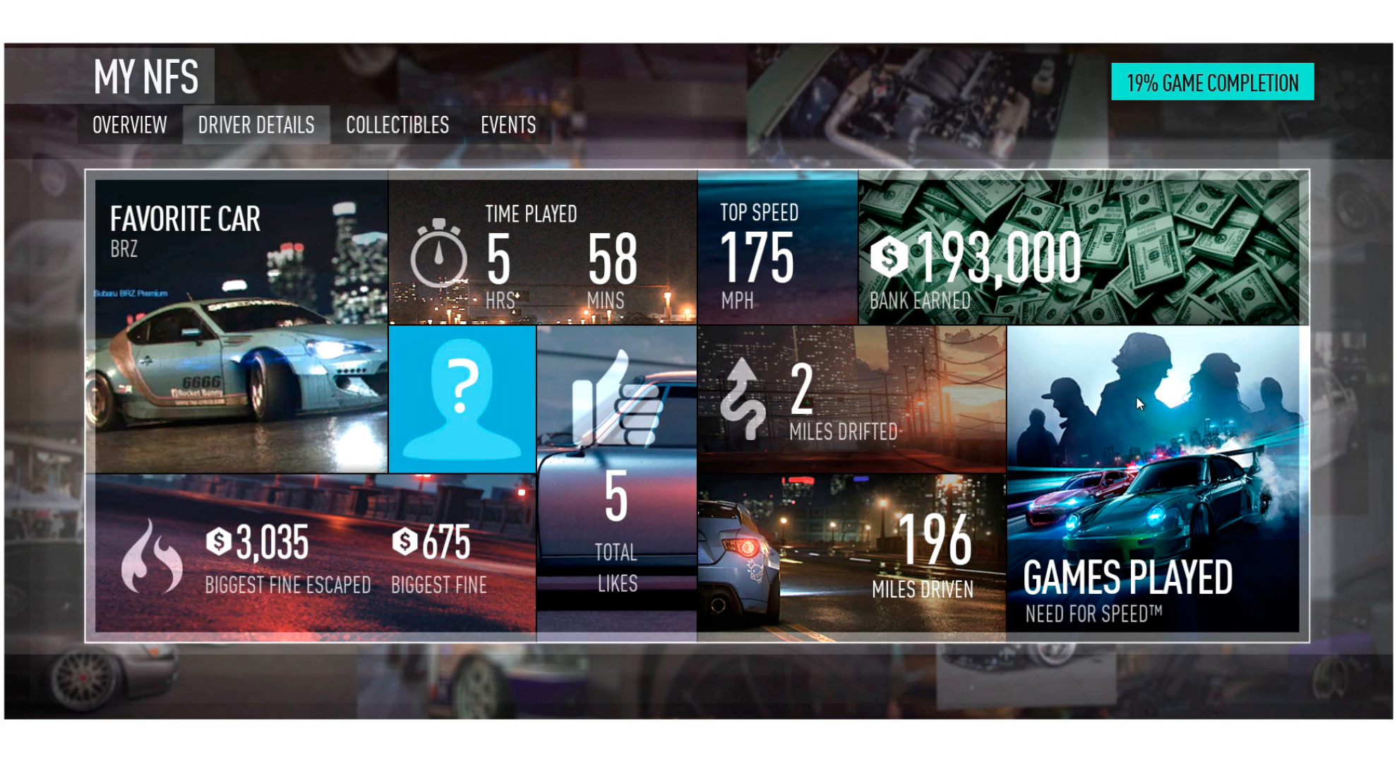
#### Daily Challenges


DAILY CHALLENGES
DAILY CHALLENGES
MONTHLY RANK
SEPTEMBER: RANK 2
0/3
RECOMMENDATIONS
KING OF THE ROAD
0/1 EVENT
REWARDS
960 | +1 RANK
Complete 1 Event
0/218
YARDS
COMPLETE ALL 3 CHALLENGES TO WIN
Spoiler : Rocket Bunny v1.0

Each day you get three daily challenges. Check here to see what you must do for the current day. Each challenge you complete rewards you with cash and an increase in your rank. If you complete all three challenges for the day, you also get an additional reward—often a part for your car.


DAILY CHALLENGES
DAILY CHALLENGES
MONTHLY RANK
SEPTEMBER: RANK 2
REACH RANK
50
TO UNLOCK
500 | Body Kit : Rocket Bunny v2.0
Each Challenge you play gains you 1 Rank
SEPTEMBER RANK
2
5
10
15
20
25
30
35
40
45
50

There's also a monthly Rank screen you can select. Each month your rank is reset to zero. As you complete daily challenges and earn rank, you move up in the monthly rank. Every five ranks, you get some cash and rep. Reach the monthly goal and get even more cash, as well as a reward to use on your cars.


MY NFS
OVERVIEW
DRIVER DETAILS
COLLECTIBLES
EVENTS
19% GAME COMPLETION
FAVORITE CAR
BRZ
TIME PLAYED
5 HRS
58 MINS
TOP SPEED
175 MPH
193,000
BANK EARNED
2
MILES DRIFTED
3,035
BIGGEST FINE ESCAPED
675
BIGGEST FINE
5
TOTAL LIKES
196
MILES DRIVEN
GAMES PLAYED
NEED FOR SPEED™

#### Stats and Progression

This is where you can see how you're progressing through the game. The information is divided into four categories.

Journey shows the percentage completion for each of the five storylines, as well as the overall percentage completion of the game.

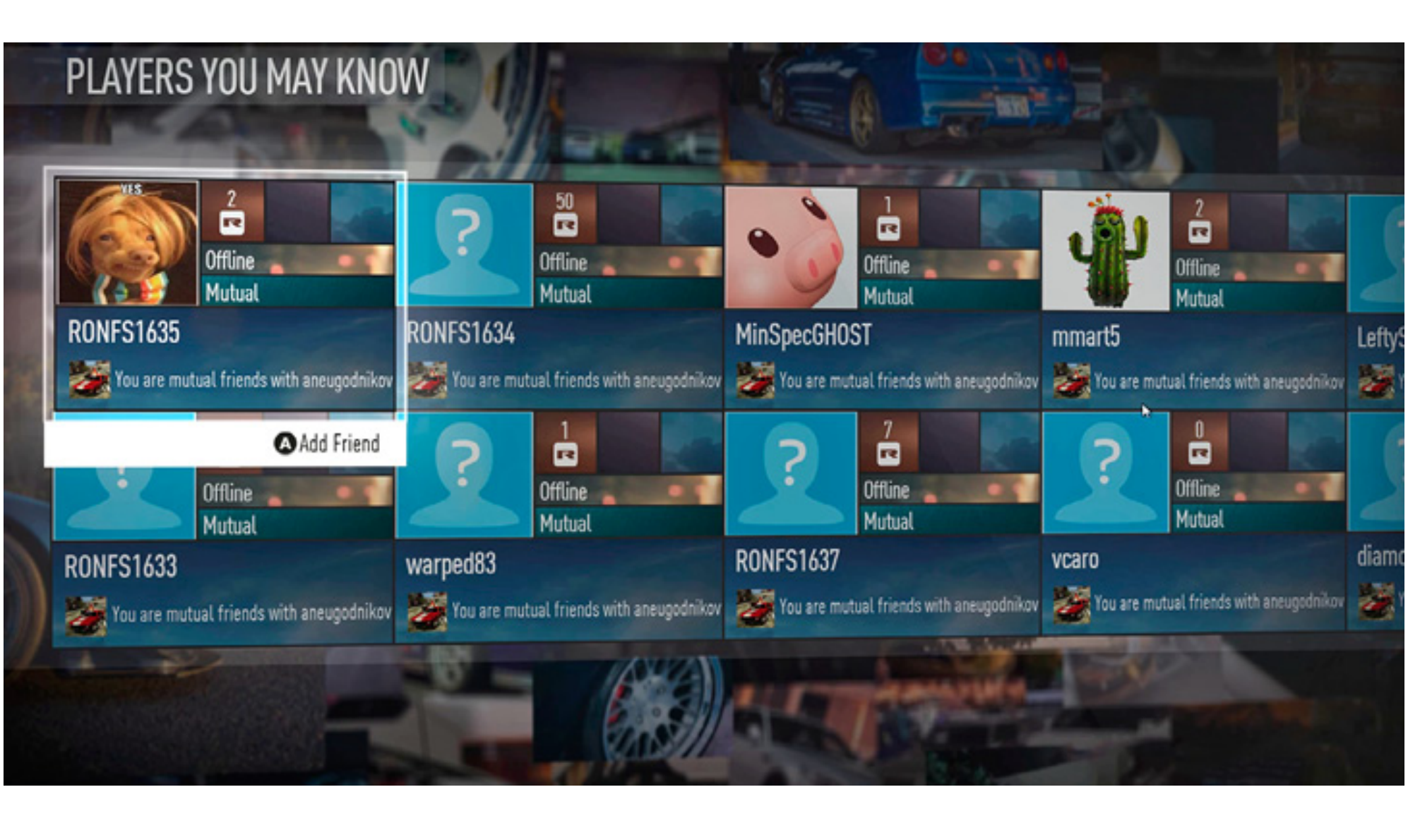
Driver Details provides all the stats on your driving. Find out which car you drive the most, your top speed, how much money you've earned, the biggest fines you've paid or escaped, and much more.

Collectibles tracks how you're doing with your quest for Donuts, Vistas, Free Parts, and Cars Beaten. Not only do you get the percentage collected in each category, but can also select each category to see the individual snapshots of each.

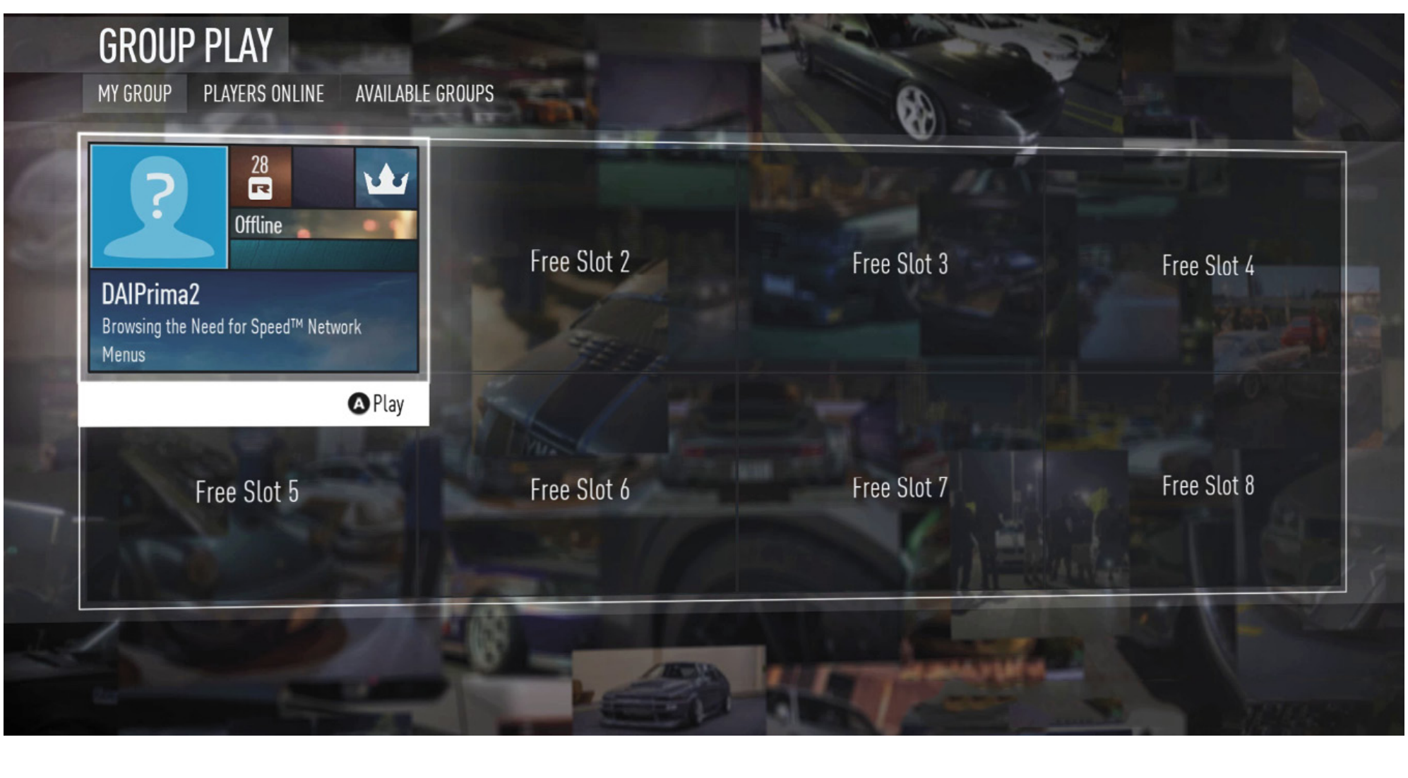
There are several different types of Events in Ventura Bay. This section keeps track of the ones you've completed. Again, you can see a percentage, as well as look at each individual event. The categories here are Circuit Race, Drift Contest, Drift Trial, Sprint Race, Time Attack, Time Trial, Touge, Gymkhana, Drift Train, and Special Stage Race.

#### Players You May Know

This is where you add friends. It shows players with whom you have a mutual friend. At this screen, you can quickly add these players as friends so you can play Need for Speed with them.

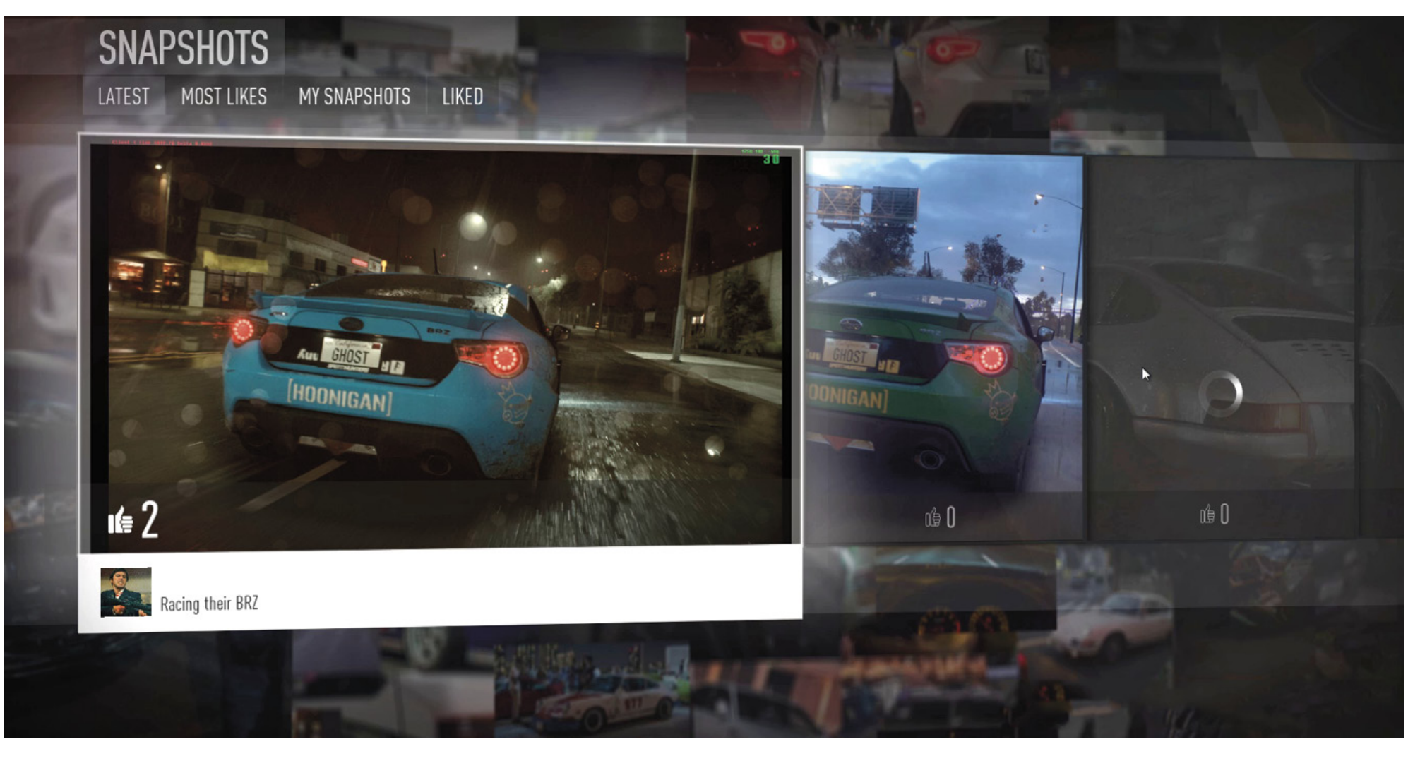

PLAYERS YOU MAY KNOW
RONFS1635
RONFS1634
MinSpecGHOST
mmart5
Offline
Mutual
You are mutual friends with aneugodnikov
Add Friend
RONFS1633
warped83
RONFS1637
vcaro

#### Group Play


GROUP PLAY
MY GROUP
PLAYERS ONLINE
AVAILABLE GROUPS
28
Offline
DAIPrima2
Browsing the Need for Speed™ Network Menus
Play
Free Slot 2
Free Slot 3
Free Slot 4
Free Slot 5
Free Slot 6
Free Slot 7
Free Slot 8

Need for Speed is a lot more fun when playing with your friends. Here you can create a group with up to seven of your pals. You can also check out players who are online, as well as available groups you can join.

#### Snapshots

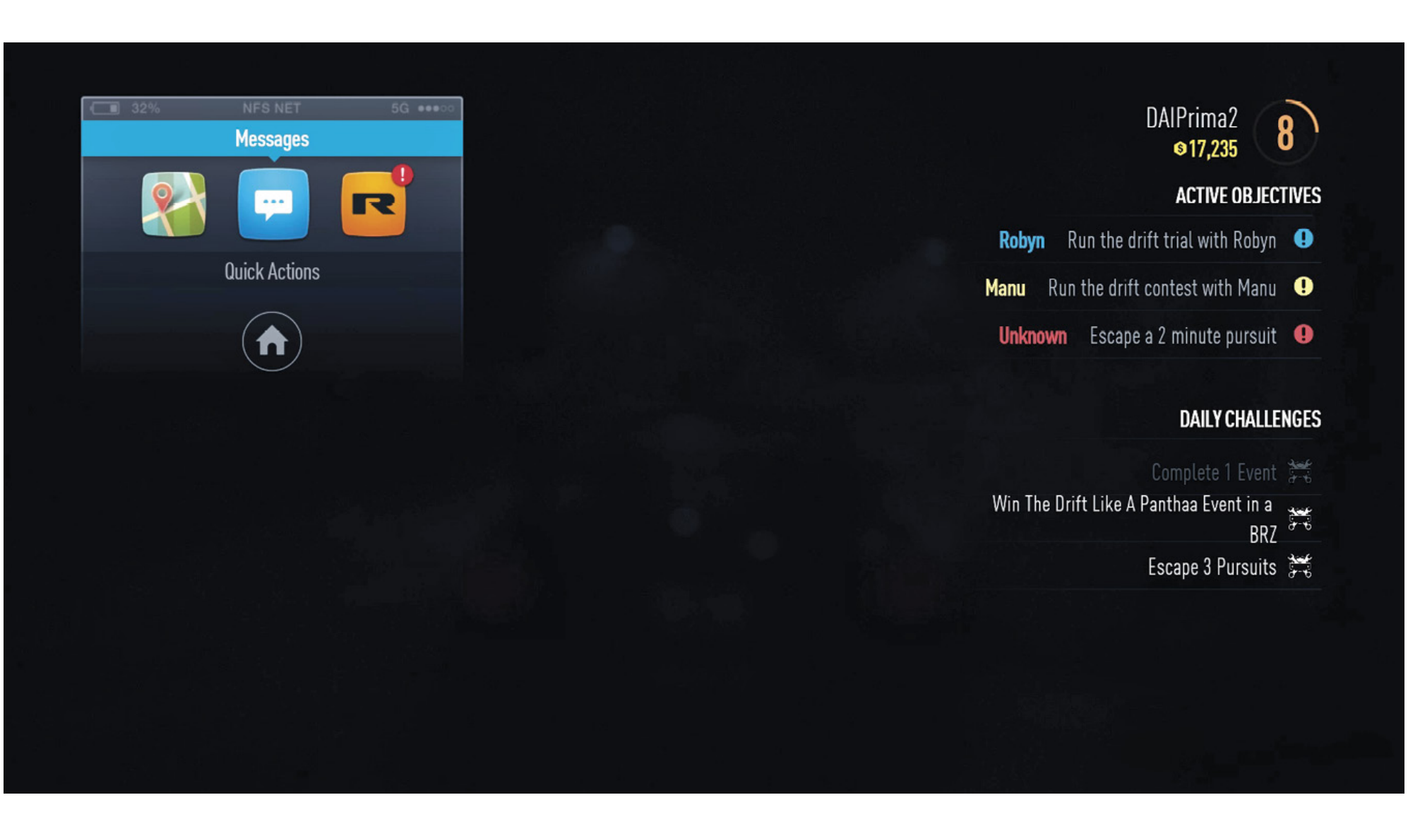

SNAPSHOTS
LATEST
MOST LIKES
MY SNAPSHOTS
LIKED
2
Racing their BRZ
0
0

Peruse the snapshots you've taken around Ventura Bay, as well as those of your friends and other players. You can like other players' snapshots and see how many likes your own shots have collected.

#### News Feed

Want to find out what's going on in the community, gameplay tips, or other information about the game and upcoming events? Then check out the News Feed. This opens a window with the latest and greatest on Need for Speed.

### Your Phone


NFS NET
Messages
Quick Actions
DAIPrima2
17,235
8
ACTIVE OBJECTIVES
Robyn
Run the drift trial with Robyn
Manu
Run the drift contest with Manu
Unknown
Escape a 2 minute pursuit
DAILY CHALLENGES
Complete 1 Event
Win The Drift Like A Panthaa Event in a BRZ
Escape 3 Pursuits

Once you're in the game, your phone is almost as important as your car. Press the Phone button to bring up a screen with several options and vital information. The Map is one of the most useful tools on the Phone screen. Select it to see where you are in the world, the location of all available events, and the coordinates of the garage and other spots where your crew likes to hang out. On the Map screen, you can click on an event or location and then get a route that appears on your mini-map while driving. You can also choose to instantly teleport to that location and save yourself the time of driving.

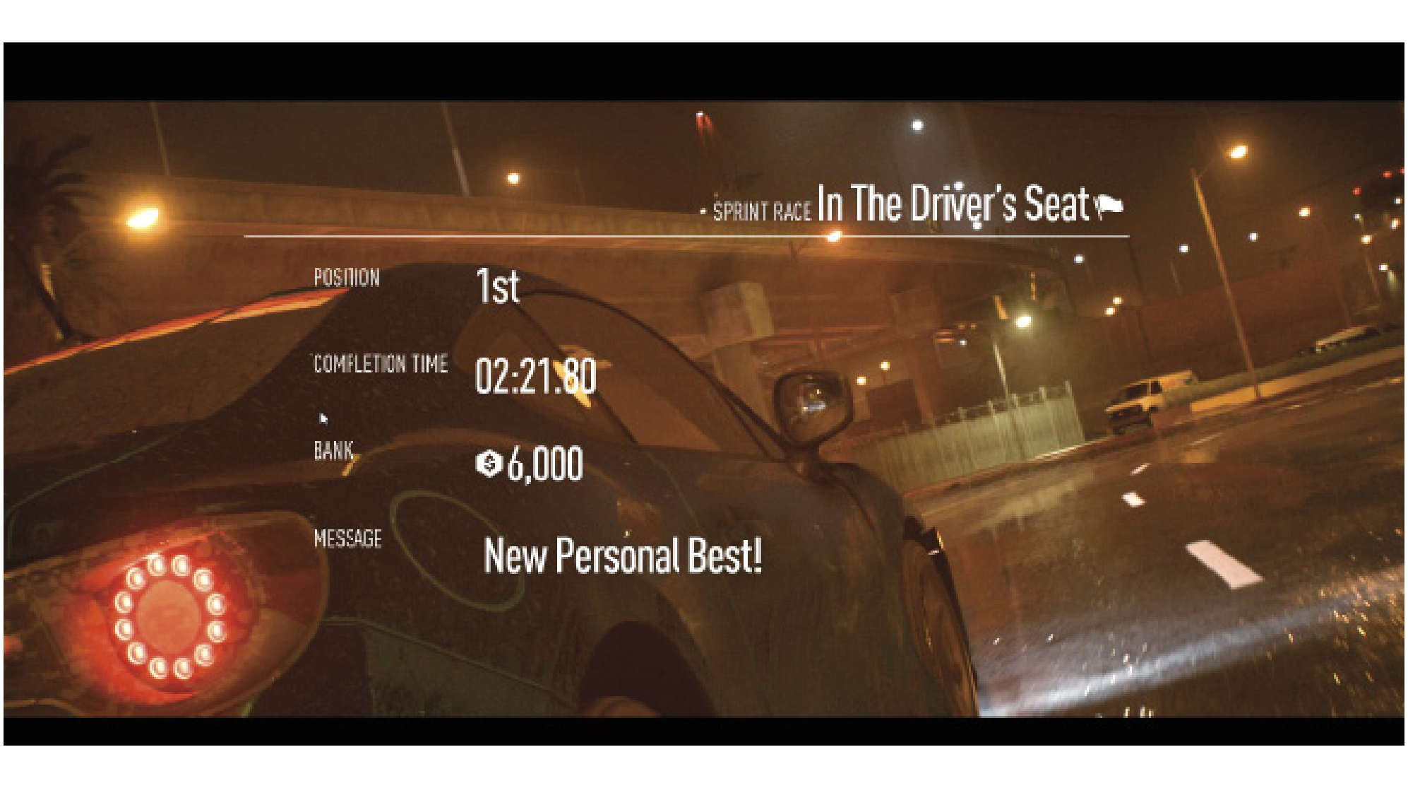
Your crew calls you about new events. You can take the call while driving or access a log of recent calls on your phone. If they refer to an event or location, you can even go directly from the call entry right to that spot on the map.

Selecting the Rep icon lets you see your current Rep and which form of racing you're exhibiting as you drive around Ventura Bay. This is also where you can see all rewards and unlocks you've earned.

There are also a few quick actions you can select from the Phone screen. One is to go directly to the garage. This instantly teleports you right into the garage so you can get to work on your car or switch to a different car you have purchased. If you're currently in an event, then you can choose to quit the event or even restart it.

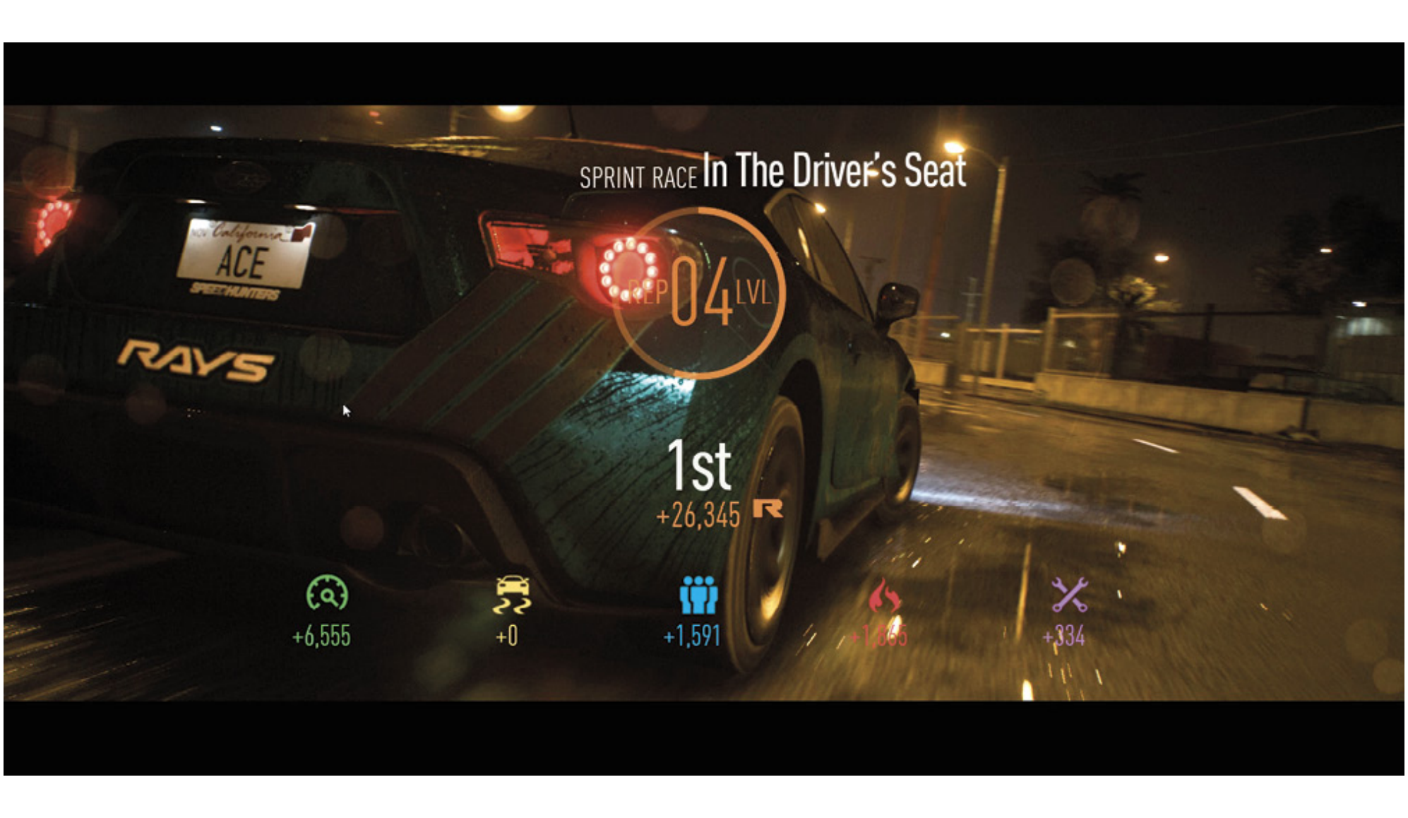
Finally, check along the right side of the screen to find some information about you, such as your current Rep level, how much cash you have, any active objectives, and the daily challenges. The active objectives are color-coded. If they correspond to an event or location, those will be the same color on the map.

## REWARDS


SPRINT RACE In The Driver's Seat
POSITION
1st
COMPLETION TIME
02:21.80
BANK
6,000
MESSAGE
New Personal Best!

You can earn cash as you complete events. Coming in first gets you the most money while subsequent finishes reward you less money. Cash is what you need to upgrade your car, and purchase new cars to add to your garage. You can also earn cash by completing daily and monthly challenges.

Reputation is just as important as cash—maybe even more so. Rep is earned while you're driving. You also earn it as a reward for completing events. Rep is street cred. As you earn Rep, your level increases. This can unlock events, as well as parts and customizations for your car. Rep comes in five different categories based on the way you drive and play the game—Speed, Style, Build, Crew, and Outlaw.


SPRINT RACE In The Driver's Seat
REP 04 LVL
1st
+26,345
+6,555
+0
+1,591
+334

## MEET THE CREW

At the beginning of the game, you meet four people that help guide you through various types of racing. Each has their own specialty and will let you know about events in their area of expertise. Amy is the expert on building. She invites you to races that require power and upgrading your ride. Spike is a speed freak. He likes to race with you and find speed runs to beat. Robyn is a Crew driver. She likes to drive with other racers and do things as a team. Manu is the guru of Style. Join him in a number of drift contests where you compete for points based on style rather than how fast you can get to the finish line.

### THE OUTLAW

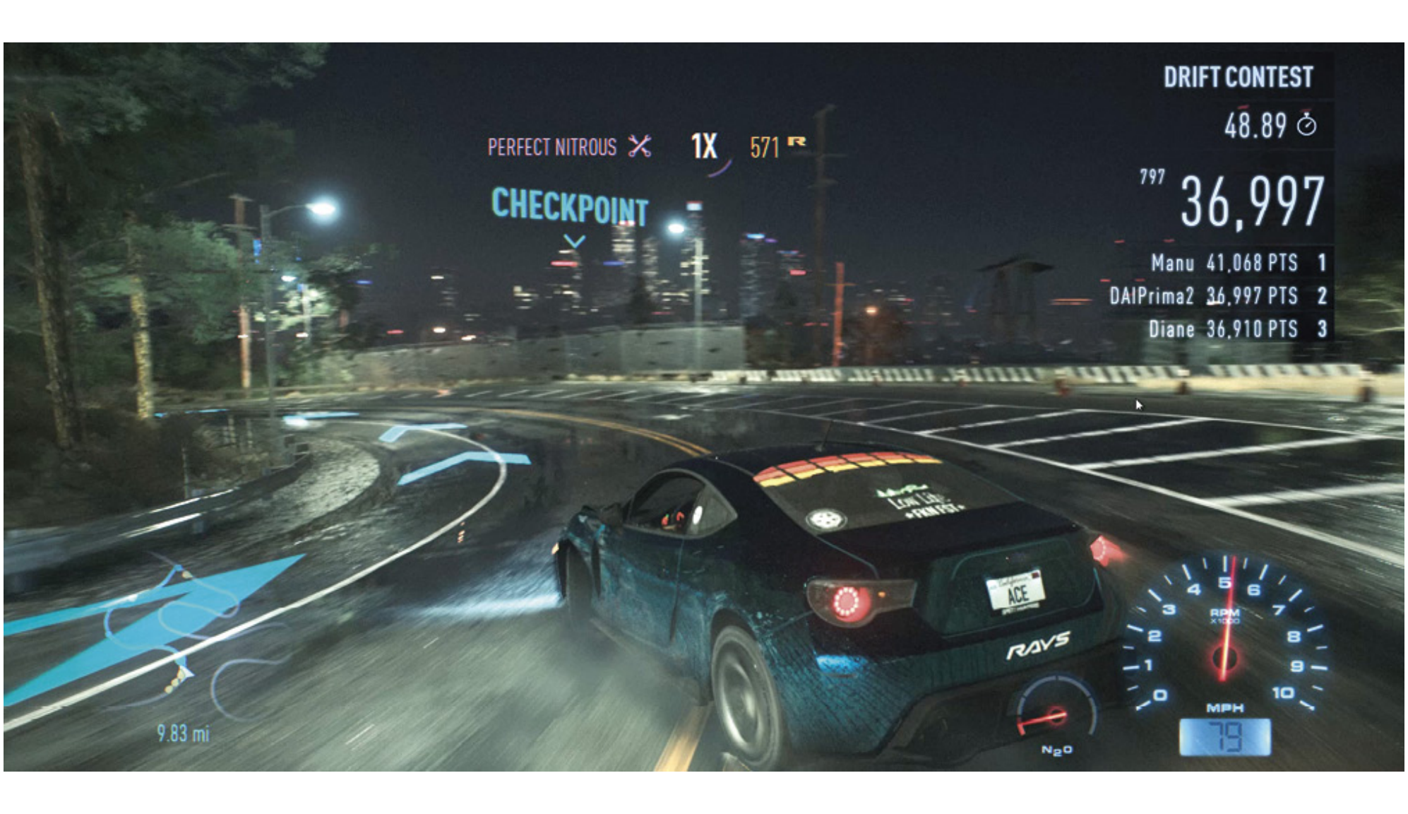
**There's another driver who will guide your experience. You don't meet him at the garage or the diner. Instead, he contacts you. After you have some run-ins with the law and show that you can get away from the cops, he leaves you a phone message and offers challenges that help you build up your Outlaw Rep. Eventually, if you impress him enough, you may even get to drive with him.**

## TYPES OF EVENTS

There are several different types of events available for you throughout Ventura Bay. They can be put into three main categories: Drift Events, Race Events, and Spontaneous Events.

### Drift Events

Drift Events all involve scoring points by drifting around turns. The longer and more controlled the drift, the more points you earn. It doesn't matter who finishes first. Instead, the winner is the one who looks the best while racing.


PERFECT NITROUS
1X
571
CHECKPOINT
DRIFT CONTEST
48.89
797
36,997
Manu 41,068 PTS 1
DAIPrima2 36,997 PTS 2
Diane 36,910 PTS 3
9.83 mi
MPH
79

#### Drift Contest

These are all about drifting. As you and your opponents drive around the course, try to score as many points as possible by drifting at high speed and extreme angles. The closer you are to obstacles and walls, the higher your score. However, if you collide with something during a drift, you don't score any points for it.

#### Drift Trial

Instead of competing against other drivers, a drift trial has a set score that you must beat. These courses usually have plenty of opportunities to score drift points, but you must be careful to make the most of each. There's no going back to try a turn again.

#### Drift Train

Drift train combines style with crew driving. A group of cars races along a course. You have to hit all the checkpoints and stay close to other drivers. You score points only if you're near other cars in the race when you drift. So don't get too far ahead and keep pace with the pack or you won't score any points no matter how smoothly you drift.

#### Gymkhana

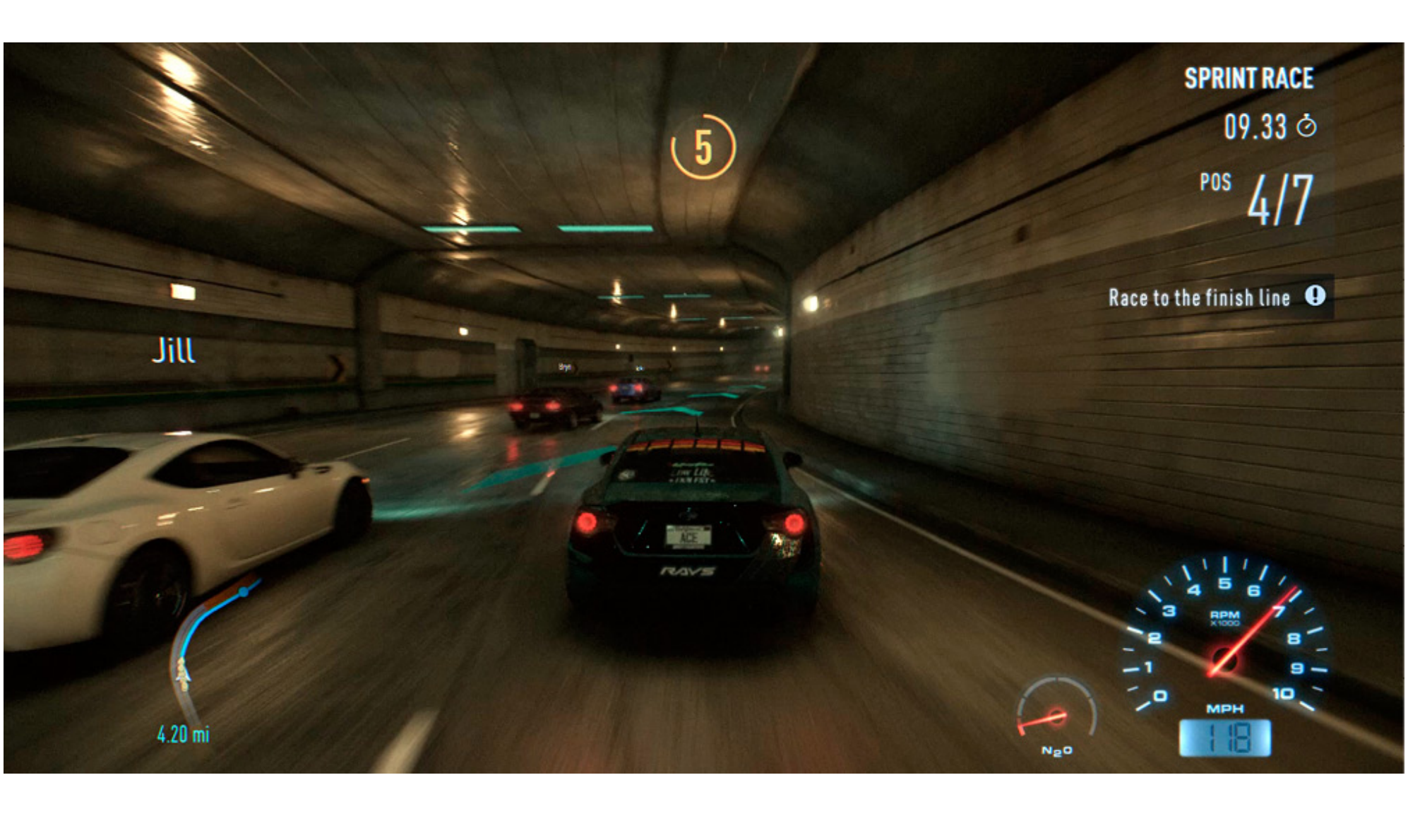
The gymkhana is like an advanced drift trial. Not only do you need to beat a set score for the course, you must also finish the course under the set time. Gymkhanas take place in the city where you have to drift around obstacles. Most routes include driving through parking lots and other narrow areas. Be ready for some ramps for jumping.

#### Touge

Touge events take place in the canyons on the outskirts of Ventura Bay. These have some tight, hairpin turns. Once again, you're competing for points earned by drifting. However, this event also has a race element. The better your position in the race, the higher the multiplier to your Drift Scores. So get out in the lead and stay there.

### Race Events

Race events are all about speed and control. You need to get through the course as fast as you can and beat any other drivers. It's a race.


5
SPRINT RACE
09.33
POS 4/7
Race to the finish line
4.20 mi
MPH
118

#### Circuit Race

A circuit race follows a set route over several laps. Learn the course during the first lap, then stay ahead of your competition. You just have to hit the last checkpoint before anyone else.

#### Sprint Race

Sprint races usually don't have as many turns as other challenges. They're all about speed and getting to the end the fastest. While driving skill is important, sprint races focus on building a powerful car that can get off the line quickly and maintain a high top speed. Of course, you still need to control all those horses.

#### Time Attack

Time attack is an interesting type of race. It's similar to a circuit race in that it involves several laps around a short course. However, you just need the fastest lap to win. It can be any of your laps. However, staying out in front is usually a good way to make sure you get it.

#### Time Trial

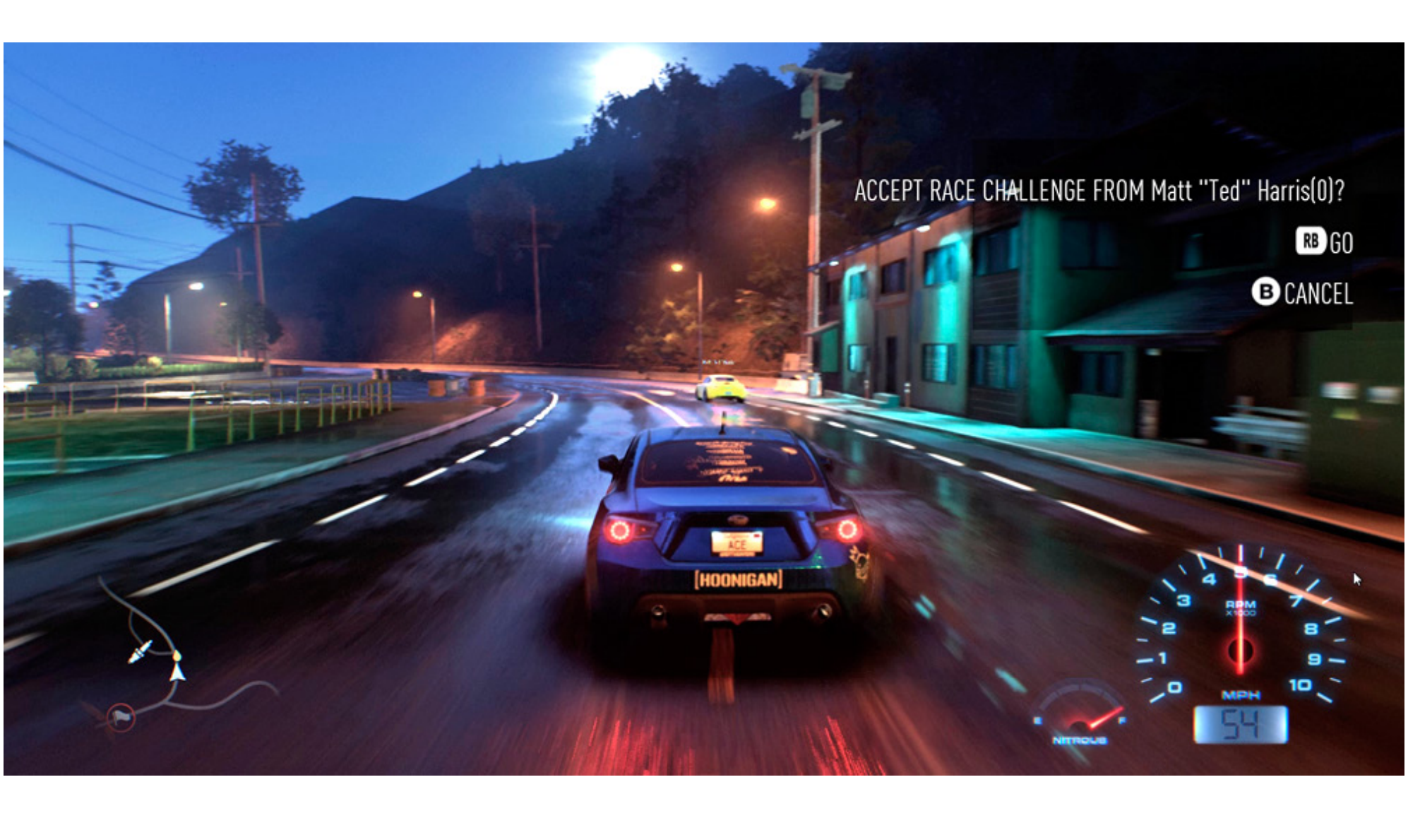
Time trials pit you against a clock. You must follow a course with a number of checkpoints and complete it within a set time. While you need good speed for this type of event, you must also maintain control of your car since these courses often include tight turns that try to bleed your speed.

#### Special Stage Races

These events are a cross between a gymkhana and circuit race. The courses are usually short with several laps. However, the routes are narrow and twisting with obstacles to dodge and specific checkpoints you must hit in the correct order.

### Spontaneous Events

While you're driving around Ventura Bay, you can challenge and be challenged by other drivers on the road. To challenge another driver, just get close to their car and press the Challenge button. You can then choose which type of challenge you wish to issue.


ACCEPT RACE CHALLENGE FROM Matt "Ted" Harris(0)?
RB GO
B CANCEL
MPH
54

#### Sprint Race

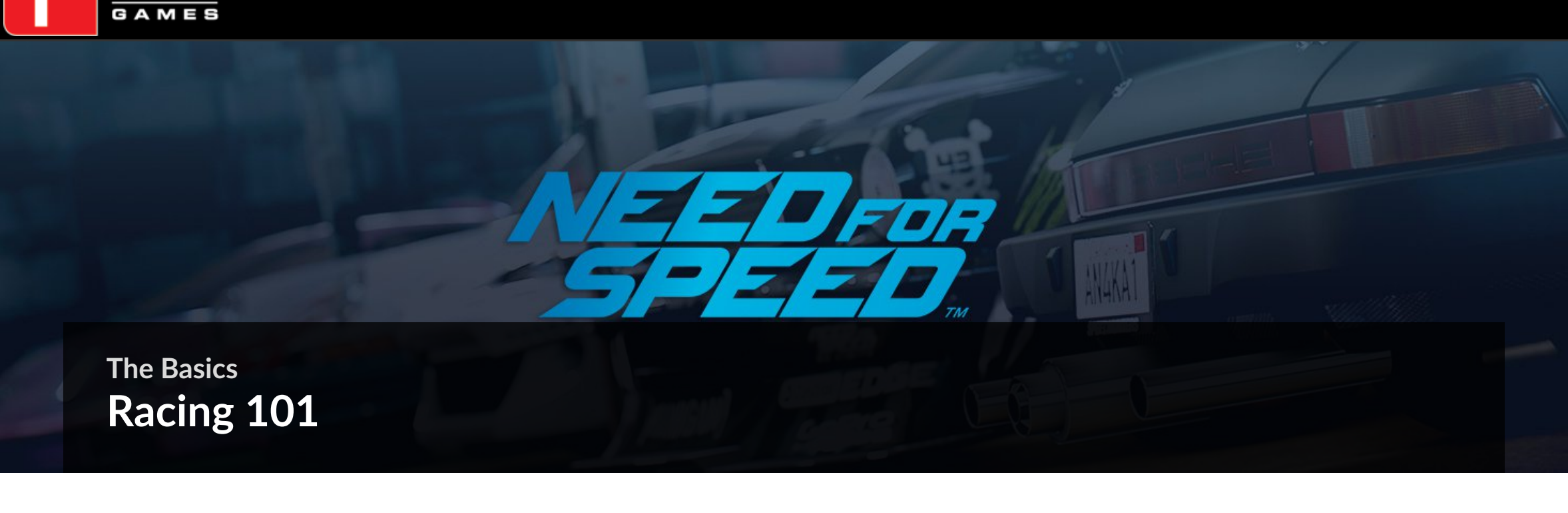
This is a speed race where you have to get from one point to another before the other driver. The difficulty is usually based on the type of car your opponent is driving.

#### Drift Race

Want to show another driver how smoothly you can drift? When you challenge them to a drift race, the winner is the one with the most drift points at the end of the course.

#### Outrun

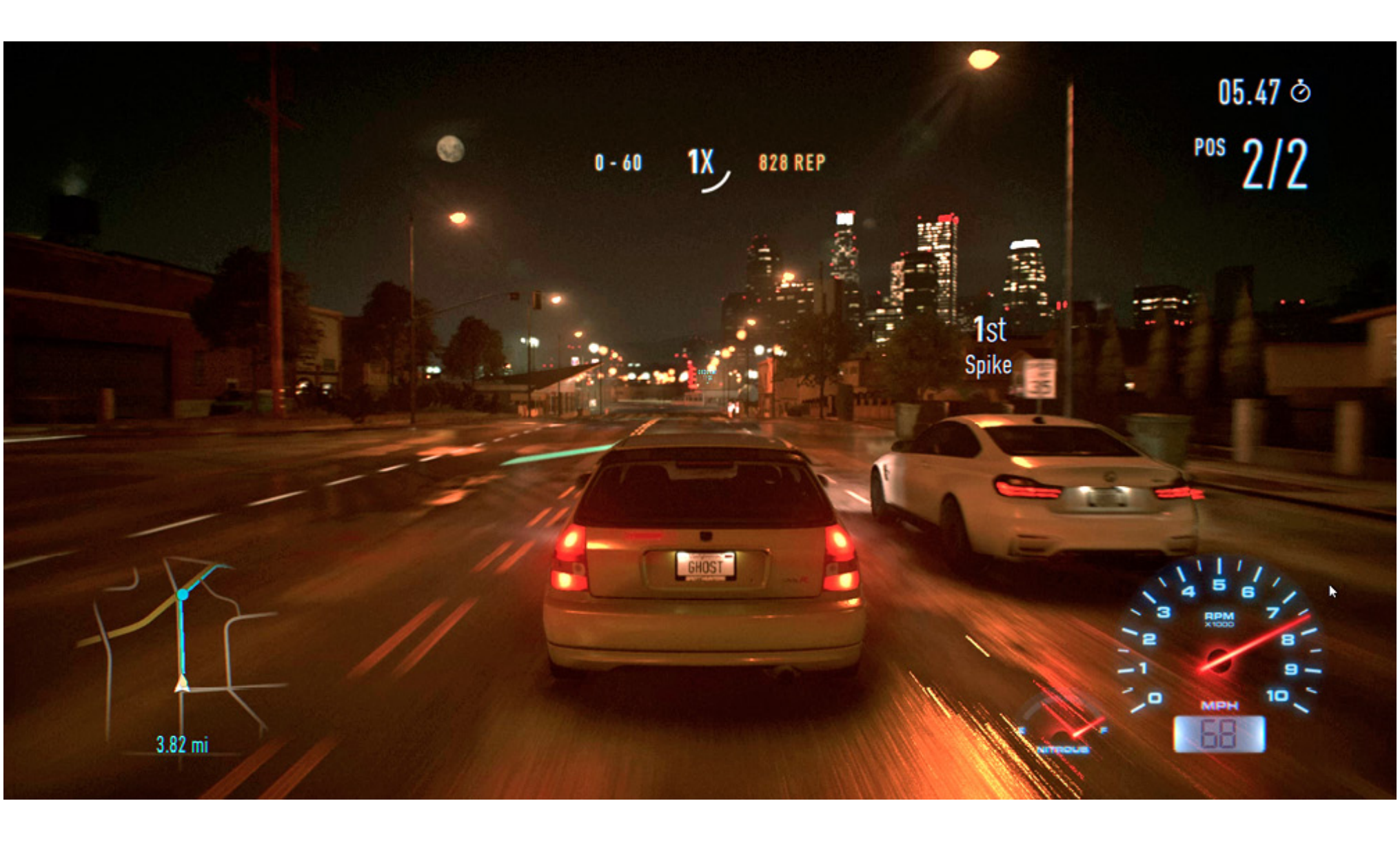
Outrun is a speed race. However, the course does not have a set end point. Instead, it is created as you race. In order to win, you must pull ahead of the other racer by 250 meters to win the match. Take three matches to win the event.



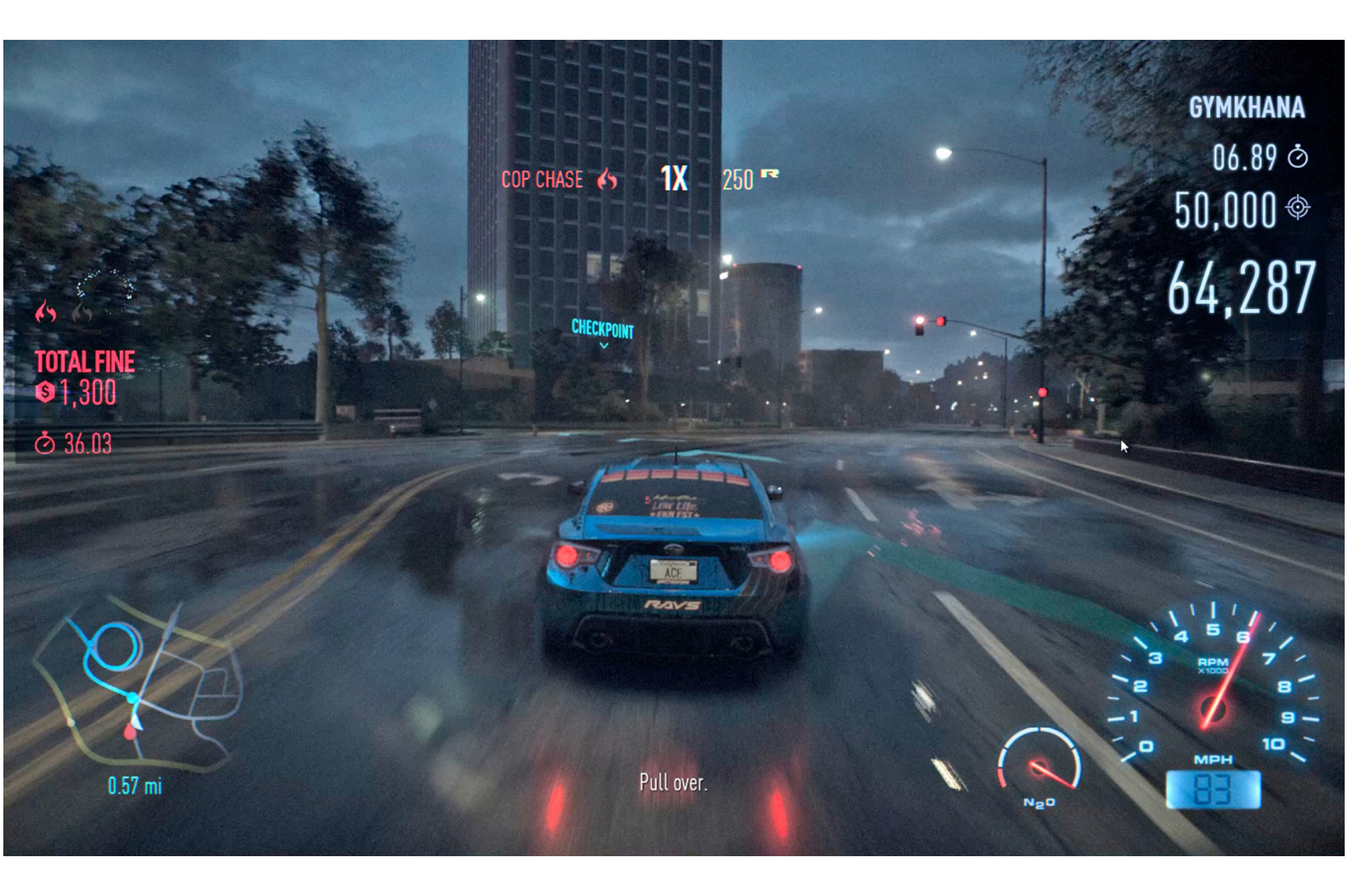
The Basics

# Racing 101

Here are the three most important determining factors for becoming the best driver in Ventura Bay: practice, practice, and more practice. While you may understand the concepts of what makes a great drift, you must still go out and practice it. That being said, there are some basic concepts that can help you beat your opponents. In most cases, races are won on the turns. You may have the fastest car, but if you can't control it around a turn and often crash, you're still going to lose. Most of the courses involve lots of twists and turns, so take what you learn here and put it to good use on the streets of Ventura Bay.



## HEAD UP DISPLAYS



When driving, use the information available on the screen to successfully navigate around a course as fast as you can. The Driving screen is fairly simple, so you can focus mostly on the race and the road. The instruments and gauges appear in the corners of the screen so as not to obstruct your view.

The tachometer is displayed in the lower-right corner of the screen and shows your engine's RPMs. Directly below this analog gauge is a digital speedometer that indicates your current speed. If you've installed a nitrous oxide package to your car, the nitrous gauge appears just to the left of the tachometer.

Your mini-map is in the lower-left corner of the screen. This shows your car in the center and the roads in the immediate area around you. The wider the roads, the thicker the lines are on the map—roads in yellow are main thoroughfares while highways appear in orange. Other racers are displayed as yellow arrows while cops in pursuit are the red arrows.

Information on the current event appears in the upper-right corner of the screen. This is where you find your drift points, position within a race, or current time and time to beat (depending on the type of event).

Check the top of the screen to see how you're earning Rep. As you complete a drift, drive at high speed, run from a cop, or any other applicable action, you'll see the Rep you earn for each category.

Finally, if you are being chased by the cops, your current fine and the length of the cop chase appears on the left side of the screen in red lettering. Once you slip away, the text turns to blue and another timer appears to count down the cooldown until you completely escape the fine.

### TIP

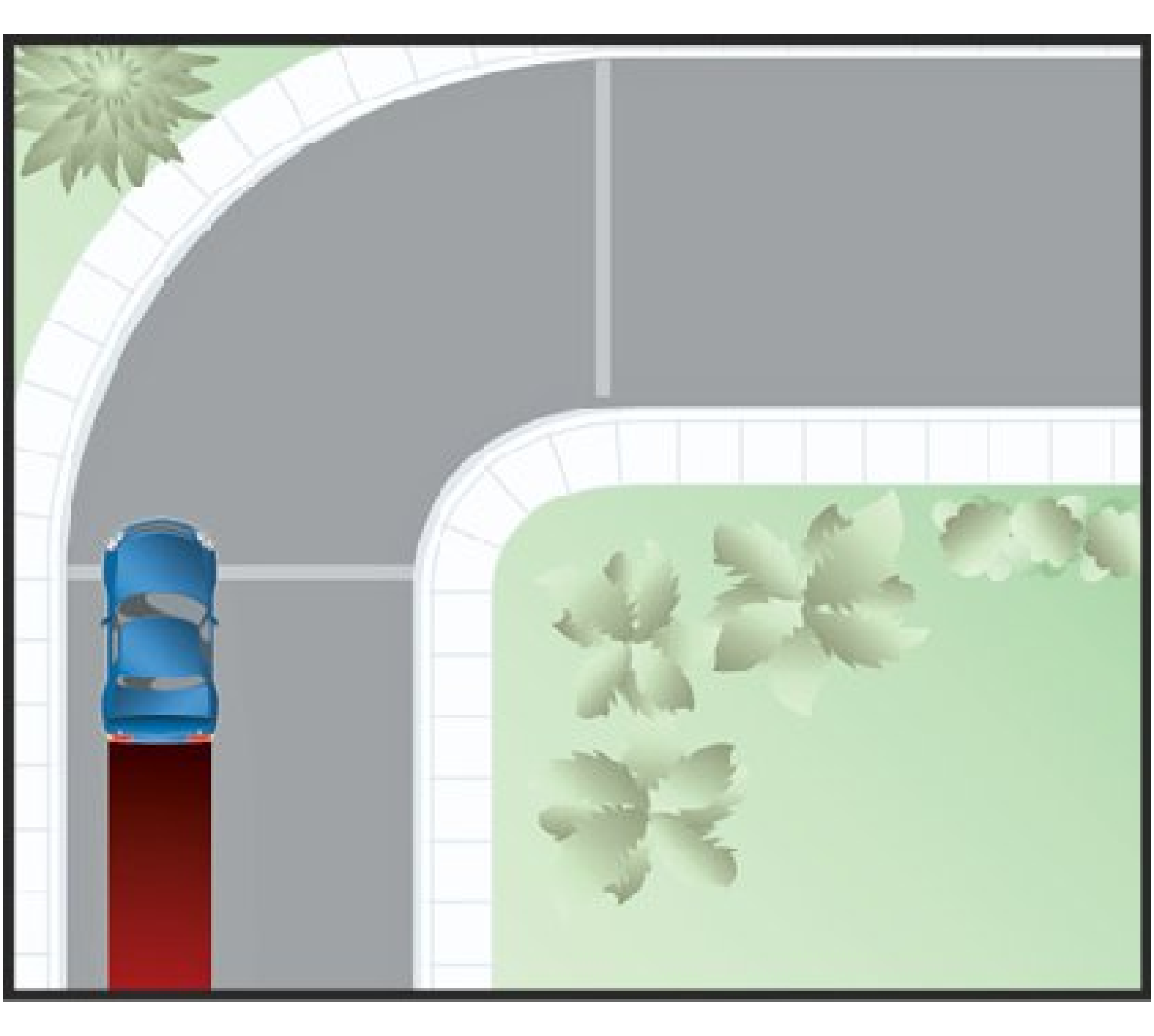
**Although Collectibles do not show up on the Main map, they do appear on the mini-map—so keep an eye out for them while driving around Ventura Bay. Each has a specific icon. Vistas are represented by a camera, Donuts are indicated by a circular icon, and "free" parts by a spark plug. If you see them during a race, take note of them and then return once the event is complete.**

## BRAKING ESSENTIALS

### General Braking

Skillful use of the brake undoubtedly makes you a better racer. There are several techniques that every racer should know. Every corner is divided into three segments: the turn entry, the apex, and the turn exit. Learn to recognize these segments in every corner to master the essential art of technical braking.

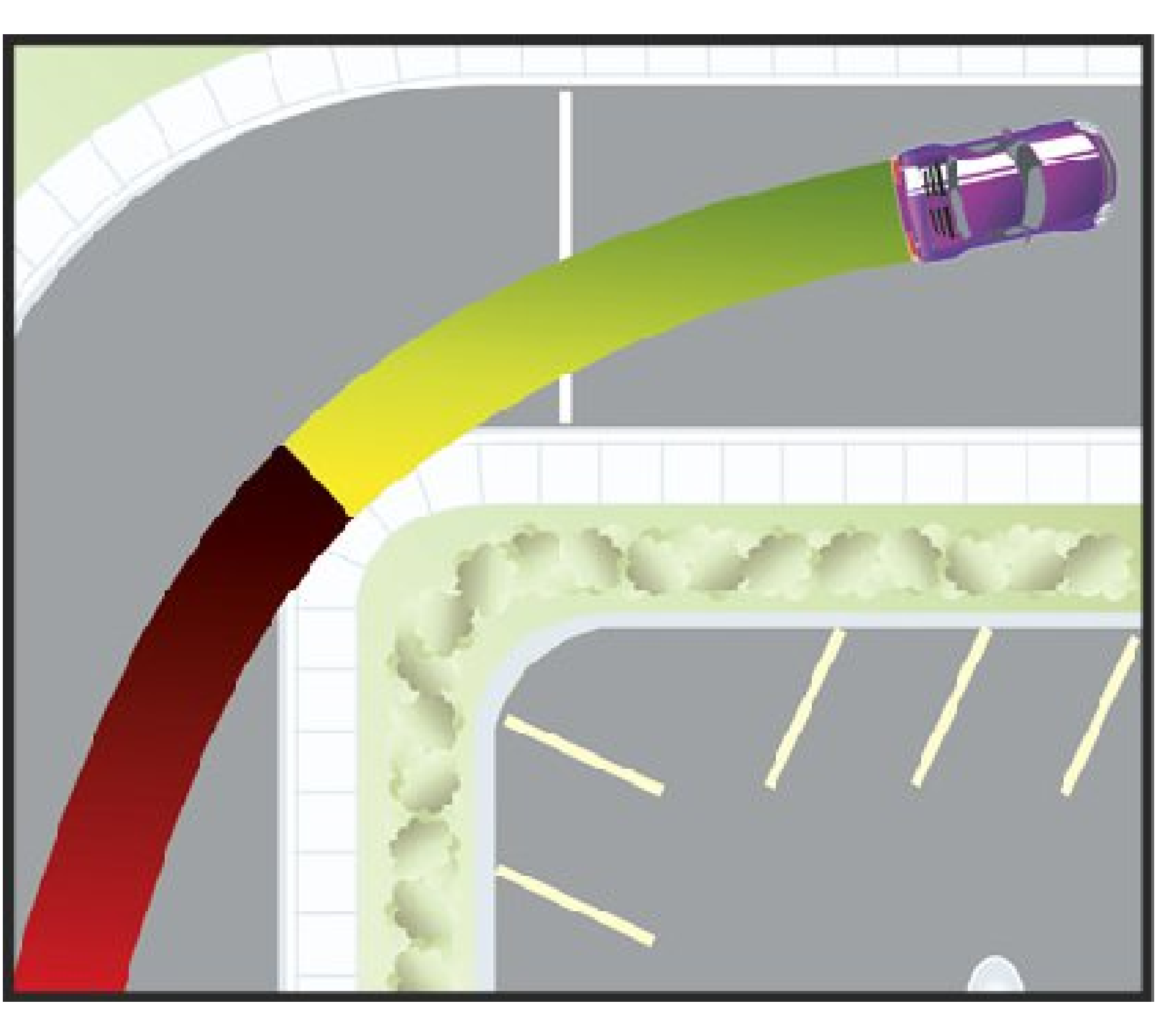
### Straight Line Braking



This principle is the Holy Grail of braking. Always brake the hardest when traveling in a straight line, prior to entering a turn. Any turn of the wheels at all could force your car into an understeer or oversteer condition (uncontrolled drift) given sufficient speed. Learn the threshold of your car's brakes to anticipate just how hard to apply them without forcing the loss of traction.

When approaching a corner, press the brakes to near maximum in the straight section immediately in front of the corner entry point. Once you're at the turn apex, release the brakes and accelerate to rip out of the turn's exit. The key to this type of braking is to avoid braking too much and losing more speed than necessary.

### Trail Braking

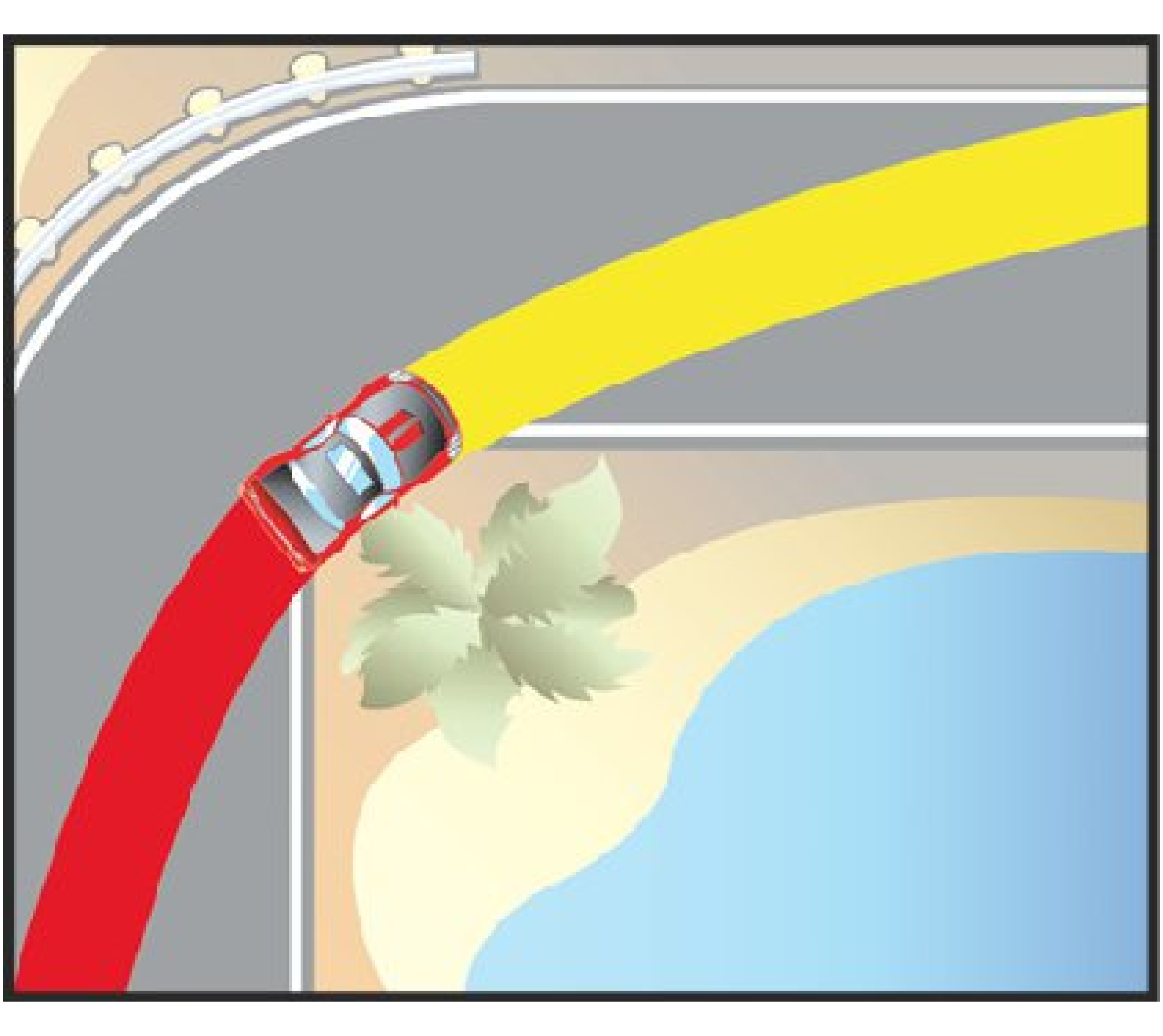


Trail braking is a more difficult technique to master. It involves delaying your braking until just before the turn entry, and then continuing to brake through the turn to the apex, where you can begin to accelerate out of the remainder of the corner. The trick here is not to force your car to drift while braking through the turn. Learn your car's handling well enough to know its braking threshold so you know how hard to brake without causing it to oversteer and slide into a wall.

## MAKING THE TURNS

When going around a corner, you must not only think about braking, but also how you enter a turn, when you begin to turn, and how you exit the turn. There are different strategies for going around various turns. These are known as lines. When street racing in the city or in the canyons on the outskirts, you're going to face a variety of turns. Knowing how to approach each one allows you to maintain as much speed as possible and avoid crashing or going off the road. Use these strategies for races.

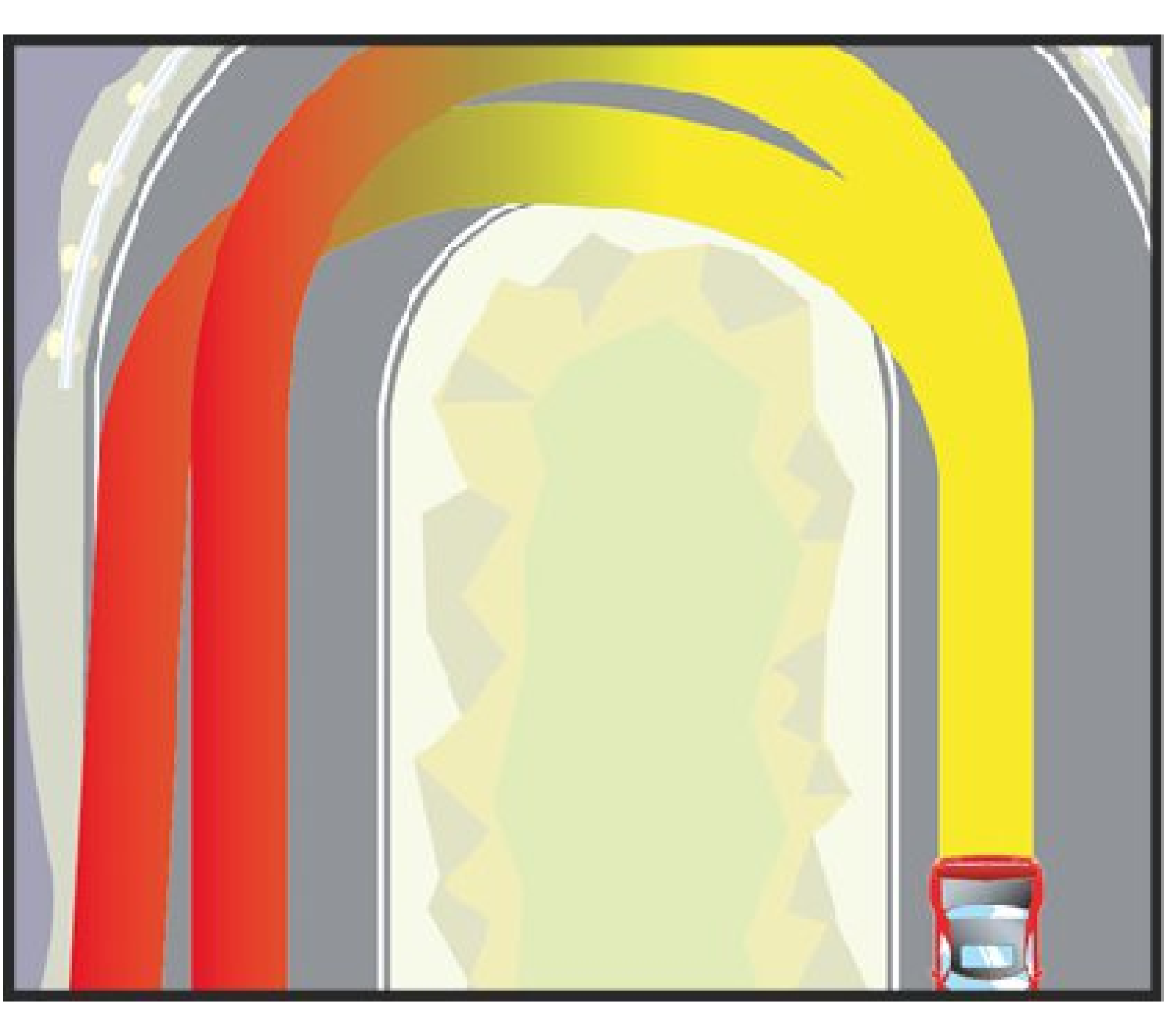
### Right-Angle Turns



This line strikes a good balance between enter and exit speeds, and passes evenly through the apex. It's the most common of all the corner shapes, especially in the city. Experiment with this type of turn as it may require you to go into the opposite lane and face oncoming traffic.

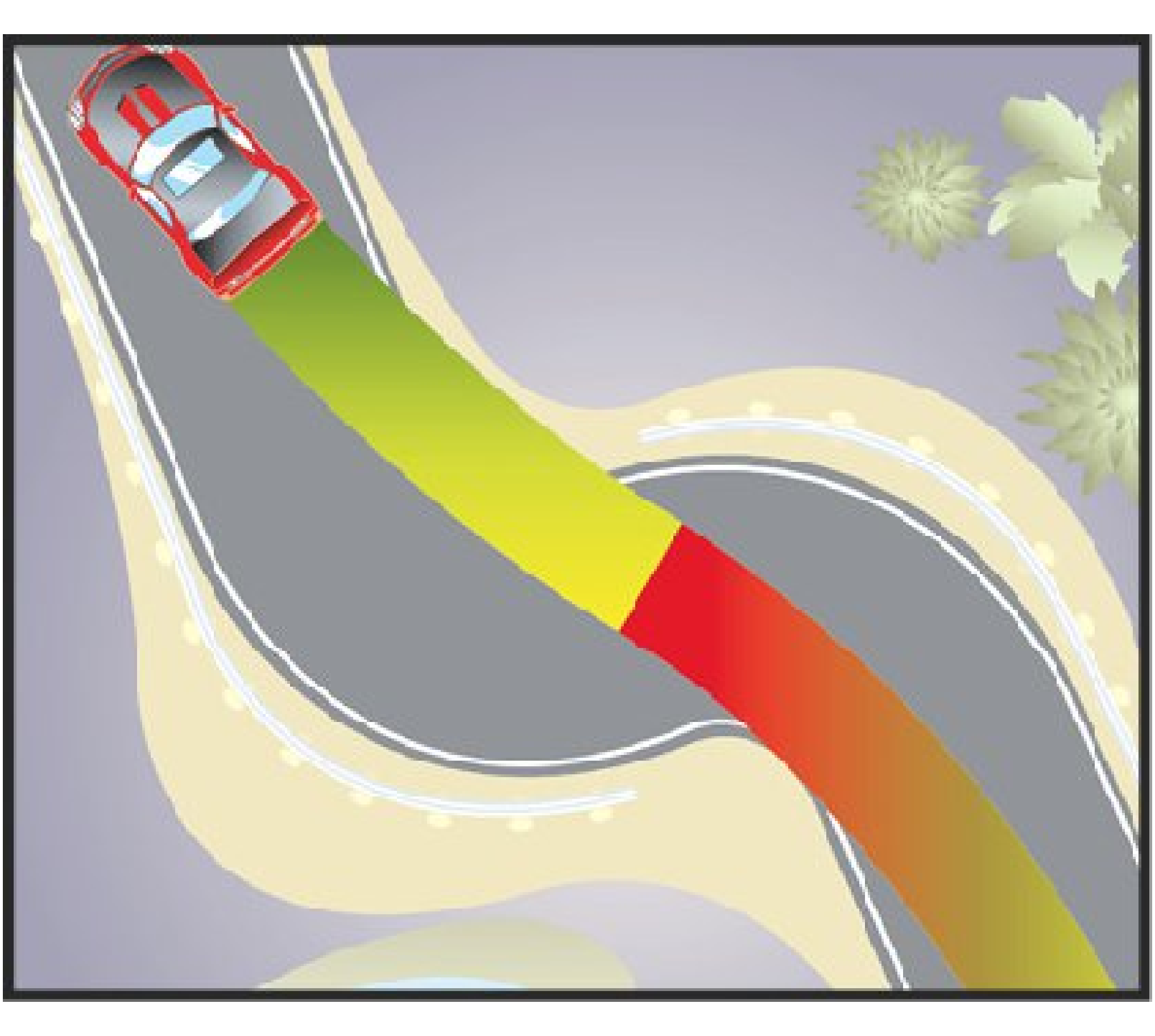
### 180-Degeree Turns (Hairpins)

Hairpin turns usually have two accepted lines, which are both based on circumstances. The low-risk line to execute is the one that hugs the apex all the way around the inside corner, staying wide on both the turn entry and exit. In other words, you're turning tight at the entry and exit with less steering around the apex.



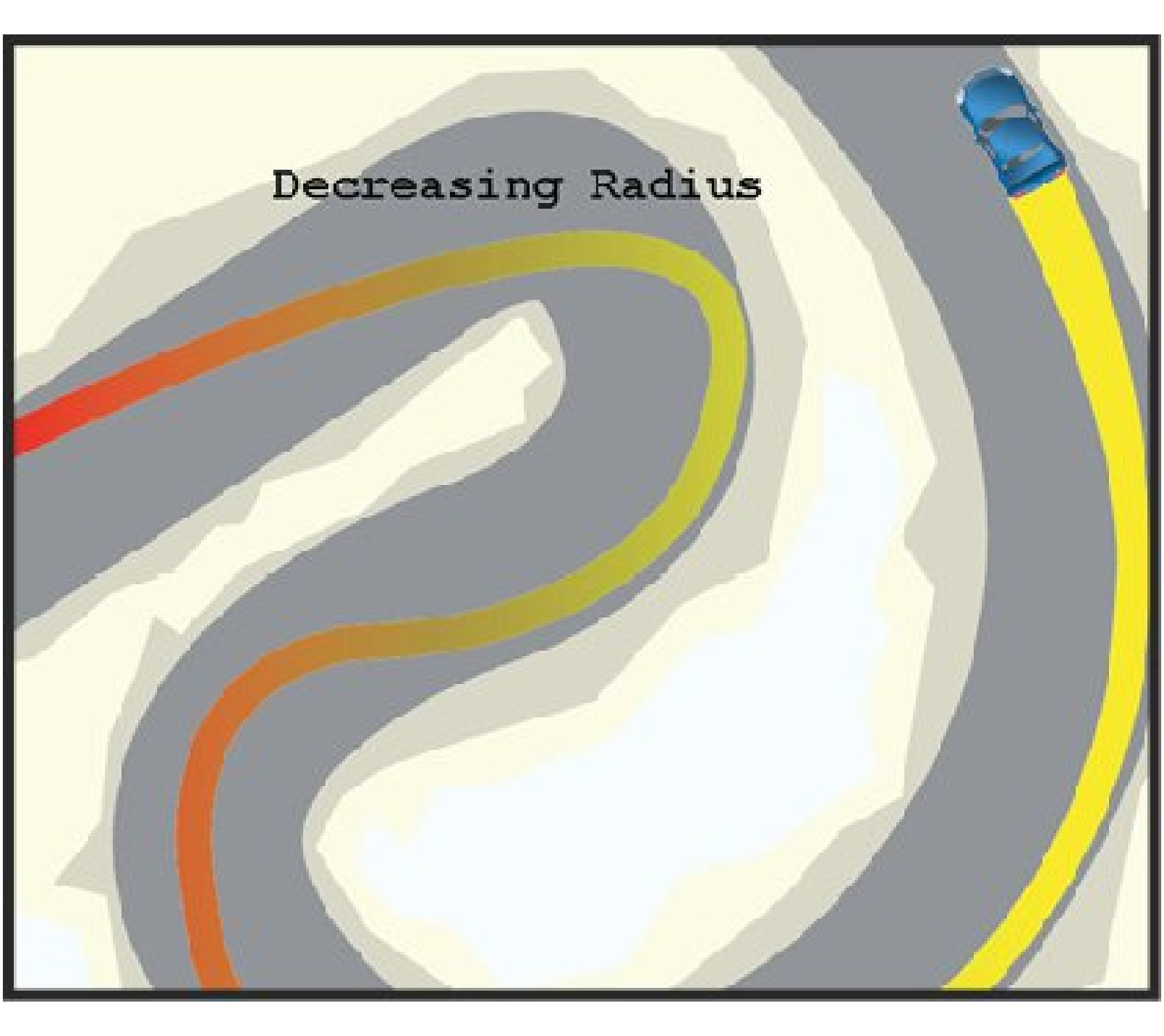
The more challenging and dangerous line is also the fastest one. However, you need a lot of practice to pull this off. Start at the center of the entry and turn a bit later along the outside edge. Follow the turn around to the exit. This smoother turn lets you maintain a higher speed and, since the exit has less steering, it's better for accelerating out of the turn.

### Chicanes



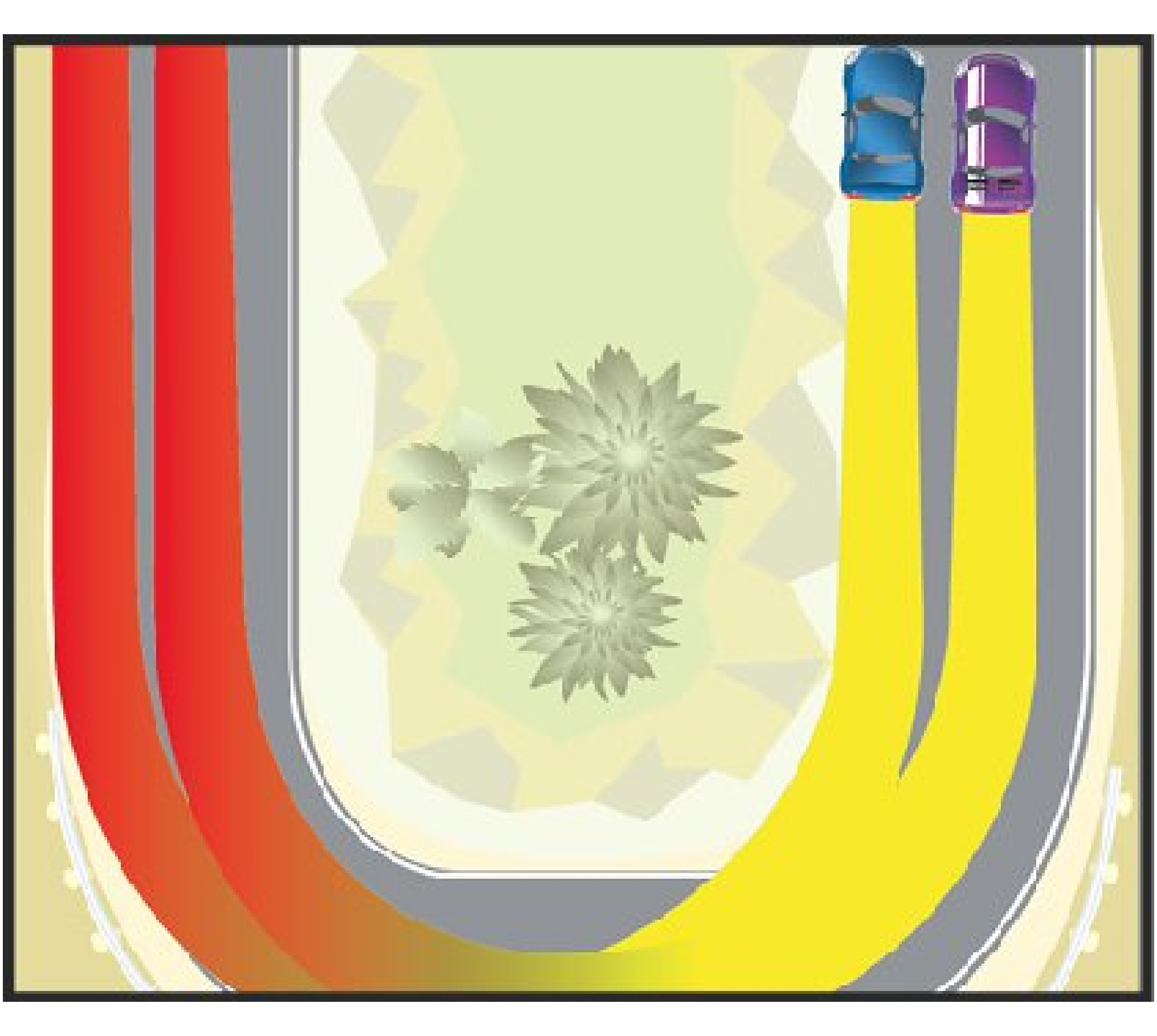
Occasionally during street racing the road may take a lateral diversion or present the need to move onto a side street quickly. These are considered chicanes and are essentially an S-turn with a shallow path between apexes. The key to getting through them as quickly as possible is to try to make as straight of a line as you can. This allows you to maintain speed and avoid sliding through the turn.

### Decreasing Radius Turns



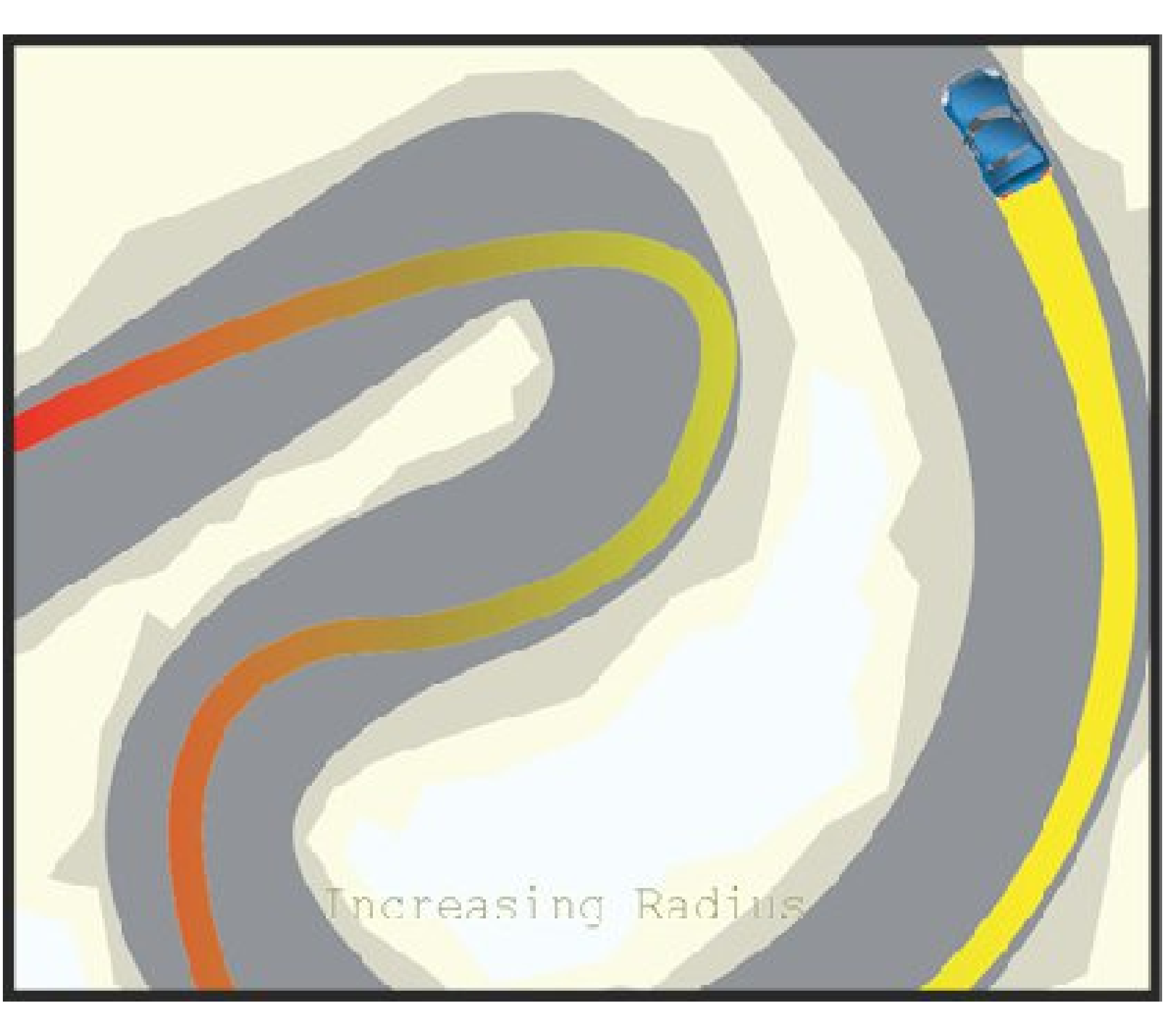
These turns are common when racing through the winding canyons outside the city. They start with a wider radius and become tighter as the corner continues. They are possibly the most challenging type of turn to maintain proper alignment and speed throughout. They're also the most frequent cause of spins and collisions with walls or barriers at the turn exit. The best option is almost always to cut in close to the inside and early apex, then move to the outside of the turn exit as you come out of the corner, applying throttle as you do this.

### Double Apexes



Double apexes can basically be treated like hairpin corners. The exception here is that they have a flat spot on the inside corner, effectively separating the turn into two parts with a pair of individual apexes. There are two possible lines you can take, depending on traffic or other racers. Instead of treating it as two turns, choose a fake apex between the two turns and use that as your focal point. Start the turn on the outside and cut to the inside on the exit, or start on the inside of the turn and go around to the outside of the turn on the exit. The key is to maintain a smooth turn throughout.

### Increasing Radius Turns



The opposite of decreasing radius turns, these become wider in radius as you progress through them. Start cornering early and keep tight to the apex as you exit the corner. Leave via the straightest path possible.

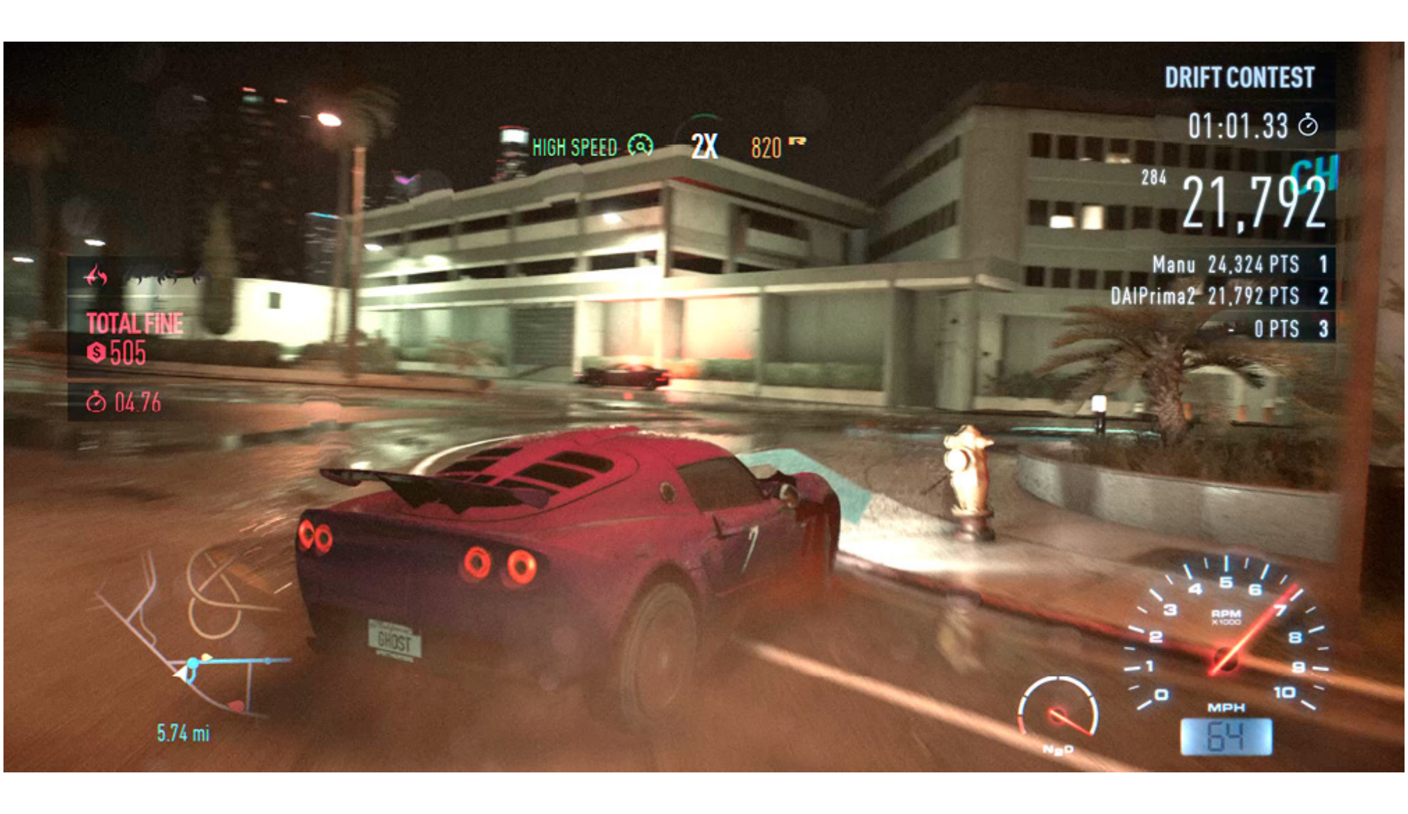
### COASTING DECELERATION

**While most turns require slowing down before you enter them, you don't always have to brake. In fact, just releasing the throttle and coasting can decelerate your car sufficiently for some turns. Also try coasting around a turn instead of braking, then hit the throttle as you come out of the turn.**

## DRIFTING

Now that you've learned all about turns for racing, it's time to forget everything you know! When it comes to drift events, you must unlearn these basic principles and think in a completely different way. Instead of avoiding sliding, in drifting you actually want to slide around the corner.

To make a car drift, you really need to adjust it in the garage so that the car grips less in the rear and more in the front. (Check out the Garage section of this guide for more info on tuning your car.) Once you get this properly set up, you're ready to drift.



When drifting, you want to enter a turn at high speed while turning your wheels toward the corner. Your car should begin to slide on its own. If not, tap the hand brake to reduce the traction on the rear wheels. Coast through the turn rather than giving it throttle so that your rear tires don't gain traction during the drift. As the car begins to rotate around the corner, turn the wheels toward the outside of the turn to countersteer and prevent your car from going into a spin. As you exit the turn, begin to accelerate to end the slide.

Since you're more concerned about style when drifting than maintaining speed and staying in front of your opponents in a race, there are several things you can do to increase the score you receive when making a turn. The first is maintain high speed while going into the turn. Next, you want an extreme angle with the front of your car facing toward the apex as much as possible instead of in the direction of the road. You also gain more points the farther you drift. Finally, the closer you are to walls and barriers without hitting them, the higher your score.

Drifting requires a lot of practice. It's easier with a rear wheel drive car since all-wheel drive and front wheel drive cars are more stable on turns and tend to pull the car into the turn and prevent sliding. While you can do a lot of drifting in the city, you're also more likely to have cops chasing you. Therefore, head up into the canyons where there are lots of turns and you can get up some speed without worrying about a lot of traffic. As you drift, you also earn Rep, even if you're just practicing.

### POWERSLIDE

**When racing, a powerslide can be a quick way to make a turn without losing too much speed. Just hold down the throttle and the handbrake at the same time. Be sure to countersteer to avoid going into a spin. If you have your car tuned for grip rather than drift, it powerslides rather than drifting around turns.**

## THE SCIENCE OF STEERING

There's a lot of physics involved when steering around a corner at high speed. It's important to understand what causes vehicles to oversteer or understeer.

### Oversteer

Oversteer is the condition when the rear of the car is sliding out from the car's direction of travel. The front wheels are tracking in the direction of travel, but the rear of the car comes out from behind the front wheels. In controllable circumstances, this is often useful for taking the tightest line through a course. However, if uncontrolled, it can send a car into a spin and you may find yourself facing the wrong direction on the road.

Oversteering usually occurs when you brake while turning. This puts more weight on the front wheels as they pull into the turn, but lessens the weight on the rear wheels, allowing them to slide. To correct this condition, apply some throttle to put weight back on the rear wheels and steer in the opposite direction of the turn to prevent your car from spinning out.

### Understeer

Understeer is the condition when the front wheels are not steering the vehicle effectively. They have lost enough traction to drive the car around the corner. As a result, the car drives off the road or into a wall or barrier. This can happen if the vehicle is traveling too fast for the turn or even accelerating through a turn.

In order to correct an understeer, apply the brakes to put more weight on the front wheels so they gain more traction. However, you need to be careful when doing this. If you apply the brakes too hard, it can put the car into an oversteer condition called fishtailing. For that reason, an understeer can be even more dangerous than an oversteer.

The Cars

# Overview

You begin the game with a vehicle, but trade in your old wheels for a set of new ones after meeting some new friends and are invited back to the garage. As you earn money, you can add more vehicles to your fleet. Each car is a bit different. While some are generally good for most types of driving, certain vehicles are better for specific events than others.

### TIP

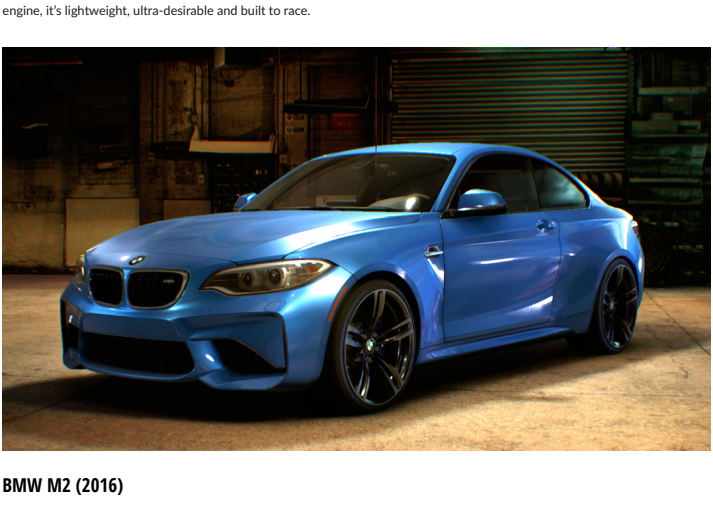
**There are a few things you should consider when deciding which car is best for you. Acceleration is much more important than top speed. This is especially true for upgraded cars since their top speed is tough to achieve and cannot be maintained for very long. The best stat to look at is the quarter mile since it shows a truer value for acceleration over a set distance.**

## Acura RSX-S (2004)

The Acura RSX TypeS is powered by the same high-revving Honda K20A2 engine that motivates the EP3 Civic and of course, its Honda twin, the JDM Integra Type R. With its front-wheel drive layout, limited slip differential and unmistakable VTEC induction roar, the DC5 is a popular platform for circuit and street racing alike.

## BMW M3 Evolution II E30 (1988)

In all of its Bavarian beauty, the super rare E30 Evolution II was produced by BMW as a homologation car for the DTM championship back in 1992, with only 500 examples sold worldwide. The E30 is best-known for its enlarged boxy guards, iconic retro styling cues and user-friendly handling characteristics. Powered by a screaming naturally-aspirated inline 4-cylinder engine, it's lightweight, ultra-desirable and built to race.



## BMW M2 (2016)

The BMW M2 Coupé represents the successor of the historical BMW 1 Series M Coupé. With its 6-cylinder engine and rear-wheel drive, the BMW M2 Coupé sets new benchmarks in terms of driving dynamics and agility. Moreover, the consistent use of iconic M design elements contributes to its expressive design and authentic M appearance. With an engine output of 272 kW (370 hp) and a maximum torque of 500 Nm, this car is a power pack, letting you know the true promise of ultimate driving pleasure!

## BMW M3 E46 (2006)

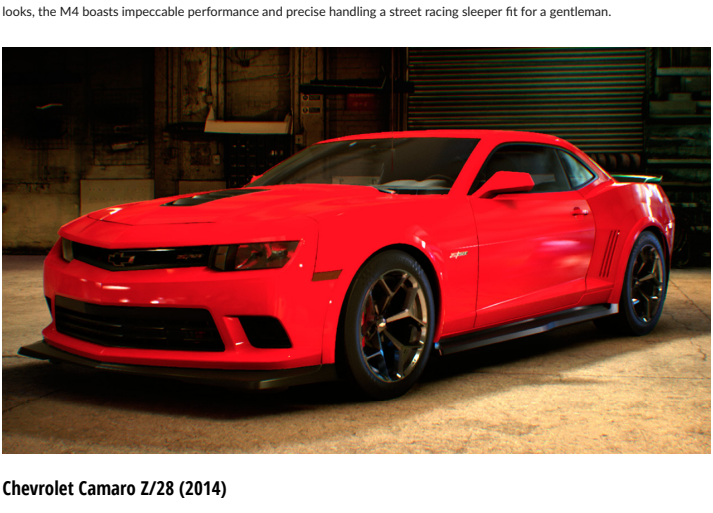
The third BMW 3 Series generation to receive the coveted M3 badge, the E46 M3 combined the best qualities of its two predecessors to become the ultimate driver's performance car. With its rear-wheel-drive layout and throaty 3.2-liter straight-six engine, it's been praised for its incredible sound, superb throttle response and perfect handling. Is the E46 M3 the greatest BMW of all time? You decide...

## BMW M3 E92 (2010)

The E92 M3 was the first of BMW's legendary M3s to use a V8 engine. The 2-door sport coupe comes factory equipped with a carbon-fiber roof, and balances unique performance features with modern comforts. But don't be fooled; underneath its skin lies a naturally aspirated monster with bucket loads of torque. With its 8,300rpm redline, it has instantaneous throttle response and a howling exhaust note like no other!

## BMW M4 (2014)

More power, more torque, more speed. The M4 forms part of BMW's range of M performance coupes, packing a powerful punch with its 317kW (431hp) twin turbo straight six engine. Featuring lightweight, carbon fiber-reinforced parts and sleek looks, the M4 boasts impeccable performance and precise handling a street racing sleeper fit for a gentleman.



## Chevrolet Camaro Z/28 (2014)

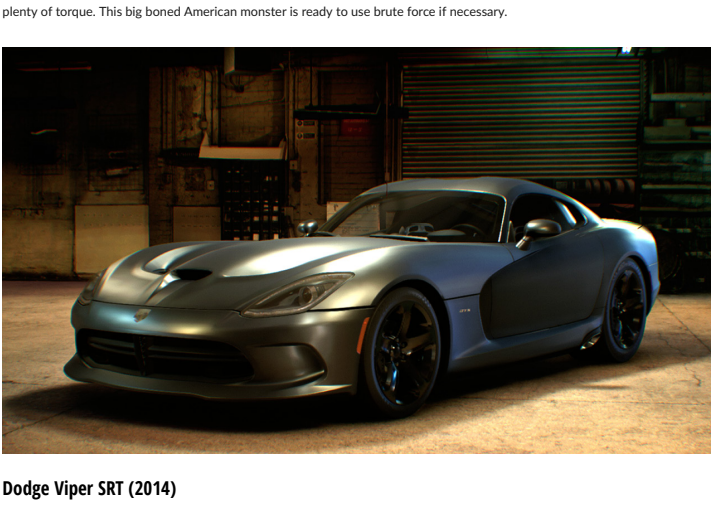
The fifth-generation Chevrolet Camaro Z/28 dominates with its high performance 7.0-liter LS7 V8 engine, packing a brutal 505hp. With styling influences from the original first-gen Camaro Z/28 from the late sixties, it's packed with modern racing technology, tonnes of grip and stopping power from massive carbon ceramic brakes. The Z/28 is the ultimate American street fighter.

## Chevrolet Corvette Z06 (2013)

With its sleek, sexy shape and wide, muscular stance, the Corvette Z06 is the perfect weapon for tearing up the streets. The Z06 boasts a plethora of improvements over the standard C6 Corvette, including a lightweight aluminum frame, larger carbon fiber front and rear fenders, and a rumbling 7.0-liter LS7 V8 engine producing 505hp and 470 lb-ft of torque.

## Dodge Challenger SRT8 (2014)

Based on a modified version of the Chrysler LX platform, the Dodge Challenger is a 2-door, rear-wheel drive coupe. A modern muscle car with timeless retro styling, the aggressive SRT8 is powered by a burbling 6.4-liter 392 HEMI V8 with 470hp and plenty of torque. This big boned American monster is ready to use brute force if necessary.

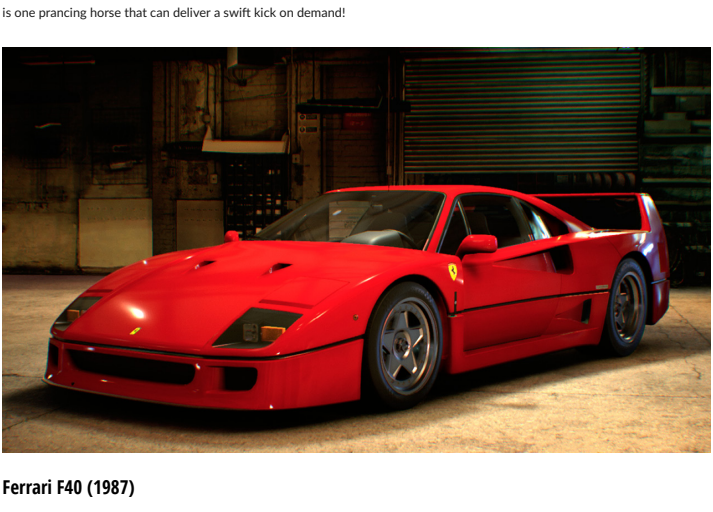


## Dodge Viper SRT (2014)

The Dodge Viper is the epitome of American excess with its behemoth 8.4-liter V10 engine under the hood. Sitting nice and low with its long nose and curvaceous body, the Viper SRT is bred for speed with 640 horses being sent to the rear wheels. With its beautifully-pitched, howling naturally-aspirated V10, this car is ruthlessly fast and ready to be unleashed on the streets.

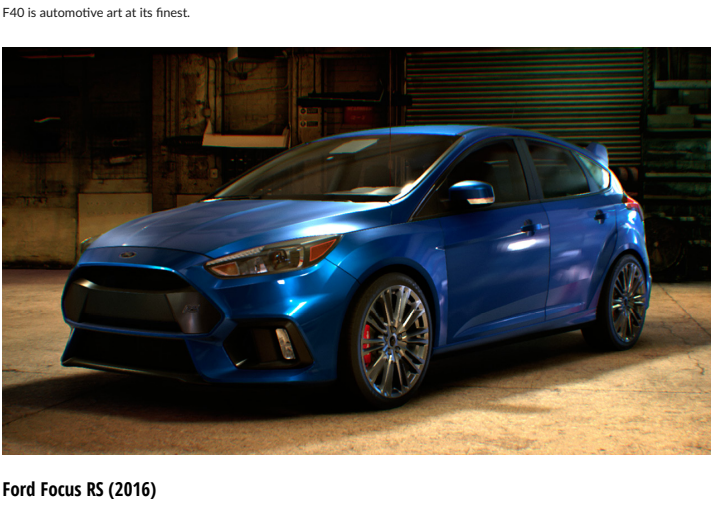
## Ferrari 458 Italia (2009)

The 458 Italia can be considered a completely new car from every point of view; engine, gearbox, chassis, suspensions, electronic controls, aerodynamics, design, instrumentation and ergonomics. Powered by a highly strung mid-engine V8 boasting 562hp, it's well-balanced and has an exhaust note that'll please even the sportiest of driving enthusiasts. Beware: this is one prancing horse that can deliver a swift kick on demand!



## Ferrari F40 (1987)

Essentially a race car built for the road, the F40 was the last car that the great Enzo Ferrari commissioned before his death. Often referred to as the 'world's best supercar', this Italian icon has a timeless and unmistakably Ferrari shape, featuring panels made of kevlar and carbon fiber for strength and weight reduction. Powered by a screaming twin-turbocharged V8, the Ferrari F40 is automotive art at its finest.



## Ford Focus RS (2016)

The Focus RS features Ford's 2.3-liter four-cylinder EcoBoost engine. Playing a role in its development and testing was style icon, Ken Block. Proving that good things can come in small packages, this boosted hot hatch packs 345 hp and distributes its 324 lb-ft mountain of torque to all four wheels through an intelligent all-wheel-drive system.

## Ford Mustang (1965)

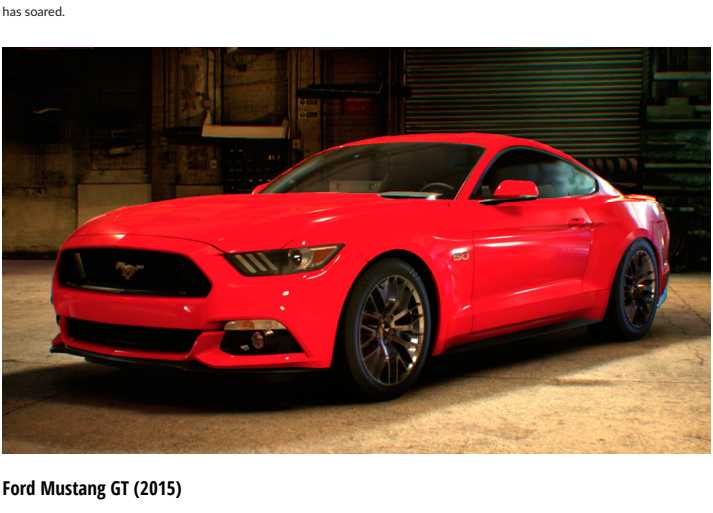
A collectable American classic, the original Ford Mustang was responsible for kick-starting the 'pony car' movement in the Sixties. With sporty good looks and an affordable price tag, the first-generation Mustang was a hit from day one. Small in stature when compared to most American cars of the time, the Mustang had a ready-to-go stance and attractive proportions. With its small-block V-8 burbling through a throaty exhaust, this thoroughbred still turns heads wherever it goes.

## Ford Mustang BOSS 302 (1969)

Built to homologate a specially tuned Mustang to compete with Chevrolet's successful Camaro Z/28 on the Trans Am racing circuit, the Boss 302 debuted in 1969 to rave reviews. It boasted a rambunctious 302 V-8 engine and race-ready appearance, including features such as bodyside 'c-stripes', optional rear window louvres and an adjustable decklid spoiler. An American icon, the original Boss still lives up to its name.

## Ford Mustang Foxbody (1990)

The 'Fox Body' Mustang was the third generation of Ford's famous Pony car. Produced from 1978 through 1993, it's loved by many enthusiasts. Running a 5.0-liter pushrod small block V-8 engine, the Fox Body has seen a resurgence in recent years as the popularity of late eighties-style cars and the demand for low-cost, high-powered and tunable rear-wheel-drive drift cars has soared.



## Ford Mustang GT (2015)

Although there have been plenty of memorable Mustangs over the past half-century, Ford's latest Mustang sets new standards for the beloved marque. Muscular, aggressive bodywork cloaks an advanced suspension set-up and thunderous five-liter Coyote V-8. With 435hp in factory trim, the latest Mustang has the performance to deliver on the promise of its good looks.

## Honda Civic Type-R (2000)

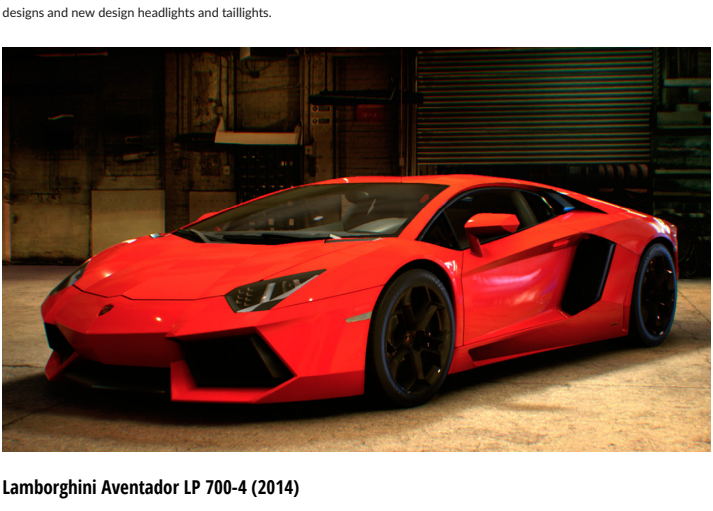
The first Honda Civic to receive the 'Type R' badge was the 6th generation EK9. Designed from factory as a capable circuit racer, this hot hatch has also built up a reputation in the Japanese street racing scene. It's lightweight, nimble and capable of slaying giants. Just wait until you hear that punchy B16B 4-cylinder VTEC engine screaming through the streets at 8200rpm!

## Honda NSX Type-R (1992)

Produced in limited numbers back in the early 90s, the NSX TypeR was designed as a track ready racing machine with raw performance in mind. Based on a lightweight, aluminum monocoque chassis with an aggressive suspension set up and a high performance 3.0 liter DOHC VTEC V6 engine, this is the perfect JDM machine for spirited street driving.

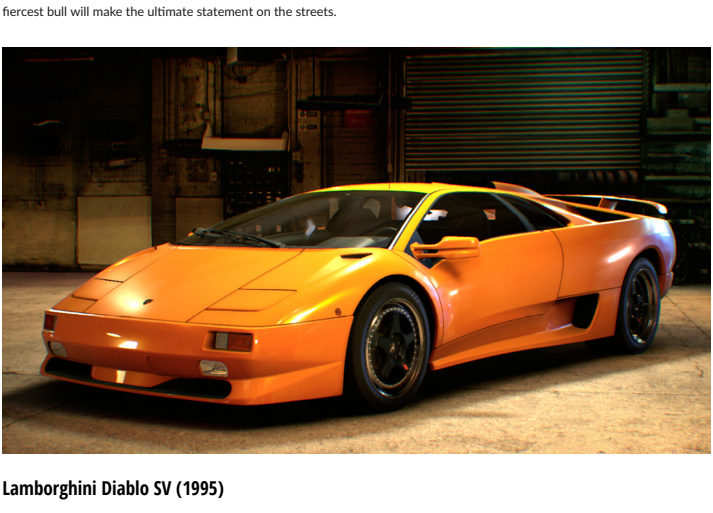
## Honda S2000 (2009)

The Honda S2000 might look a bit fancy, but it has a fierce bite. Popular with petrol heads due to its well-balanced chassis and high revving, DOHC VTEC F20C engine, the facelift AP2 featured retuned suspension, a stiffer sub frame, updated bumper designs and new design headlights and taillights.



## Lamborghini Aventador LP 700-4 (2014)

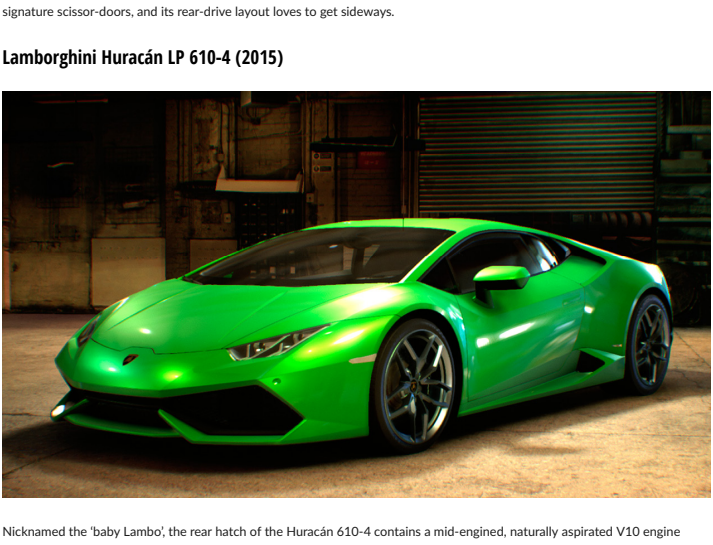
Savage speed, extreme style, superior performance. The Aventador features a powerful V12 engine producing 700hp and capable of 0-100km/h in only 2.9 seconds. With its angular, shark-like silhouette and guttural soundtrack, Lamborghini's fiercest bull will make the ultimate statement on the streets.



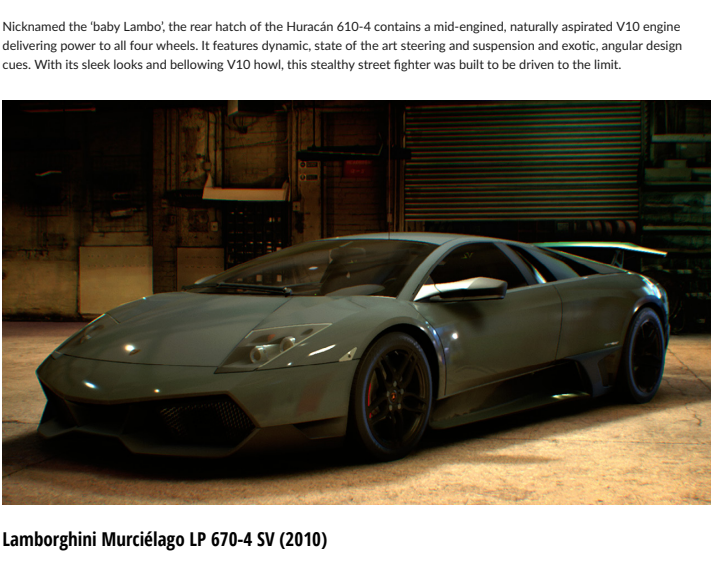
## Lamborghini Diablo SV (1995)

In all of its '90s retro glory, the Diablo SuperVeloce or SV is powered by a screaming 510hp V12 engine and is instantly recognizable by its sharp, sloping form and outlandish, futuristic styling. This radical supercar comes with Lamborghini's signature scissor-doors, and its rear-drive layout loves to get sideways.

## Lamborghini Huracán LP 610-4 (2015)

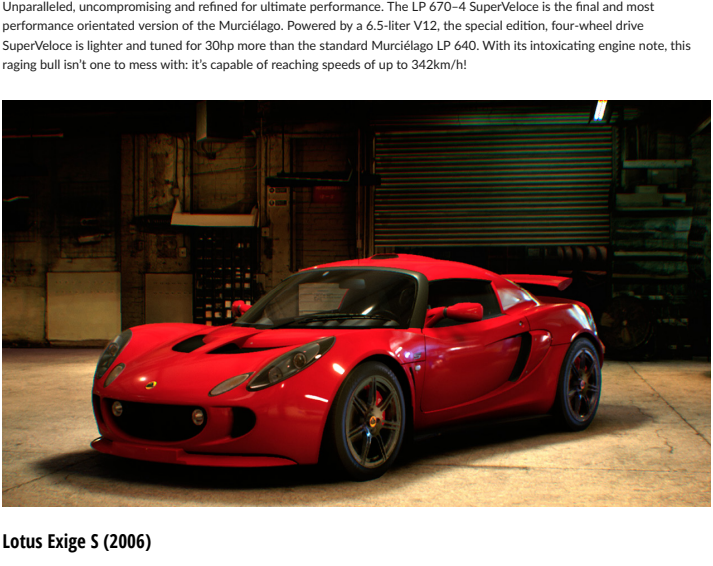


Nicknamed the 'baby Lambo', the rear hatch of the Huracán 610-4 contains a mid-engined, naturally aspirated V10 engine delivering power to all four wheels. It features dynamic, state of the art steering and suspension and exotic, angular design cues. With its sleek looks and bellowing V10 howl, this stealthy street fighter was built to be driven to the limit.



## Lamborghini Murciélago LP 670-4 SV (2010)

Unparalleled, uncompromising and refined for ultimate performance. The LP 670–4 SuperVeloce is the final and most performance orientated version of the Murciélago. Powered by a 6.5-liter V12, the special edition, four-wheel drive SuperVeloce is lighter and tuned for 30hp more than the standard Murciélago LP 640. With its intoxicating engine note, this raging bull isn't one to mess with: it's capable of reaching speeds of up to 342km/h!



## Lotus Exige S (2006)

This iconic British featherweight is famous for its lightweight chassis and perfect balance. The Exige S is powered by a supercharged Toyota DOHC VVTL-i four-pot producing 220 bhp, and it weighs under 1,000kg. With its low, wide stance, this two-seat sports car is perfect for carving up canyons, darting through corners with precision and finesse. Who needs creature comforts when you can have such a raw, hands-on driving experience?

## Mazda MX-5 (1996)

The first generation NA Mazda MX-5 is a two-door convertible featuring a somewhat underpowered DOHC twin cam inline-four engine and perfect 50/50 weight distribution. Also known as the Mazda Miata and Eunos Roadster, it's a simple, responsive package capable of inducing pure driving nirvana, and by far the most fun you can have behind the wheel of a car for the least amount of money.

## Mazda MX-5 (2015)

After more than 25 years and four generations, the MX-5 continues to be the best-selling two-seater convertible sports car in history. The all-new, fourth-generation model has been designed with the seasoned driver in mind: it's lightweight and compact, with modern looks and a well-tuned chassis. It looks good cruising the streets, yet comes to life on tight, twisty roads.

## Mazda RX-7 Spirit R (2002)

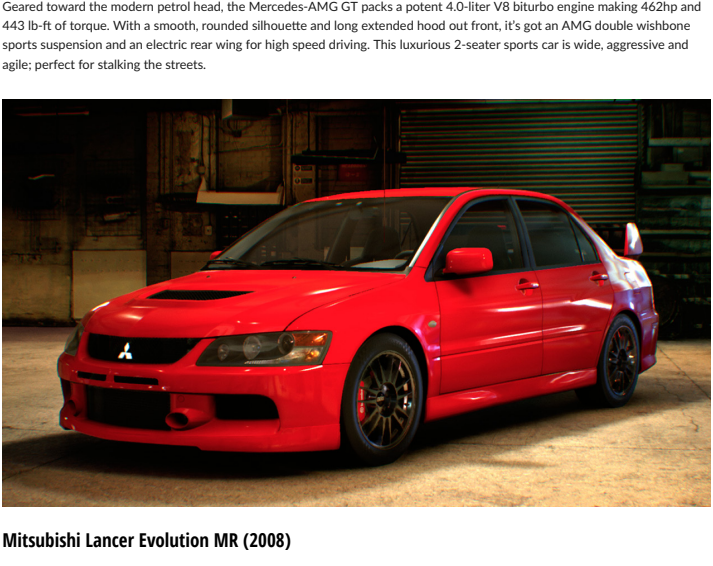
Mazda ended its third generation of the RX-7 series with a limited run of the highly desirable 'Spirit R'. Powered by a revvy 13B-REW rotary engine with twin Hitachi turbochargers, it featured an enhanced braking system and lightweight red-trim Recaro bucket seats amongst other extras. Named as one of the best handling and well-balanced cars of all time, the FD-3S Spirit R is just asking for enhancement.

## McLaren 570S (2015)

The 570S Coupé is the first model in the McLaren Sports Series. With its mid-mounted, 562hp twin-turbocharged 3.8-litre V8 engine, the 570S Coupé is blisteringly quick, accelerating from zero to 100km/h in just 3.2 seconds. Featuring the signature dihedral doors and a lightweight carbon fiber chassis famous of all McLaren road cars, the 570S Coupé is a breath-taking design packed with ground-breaking motorsport technologies.

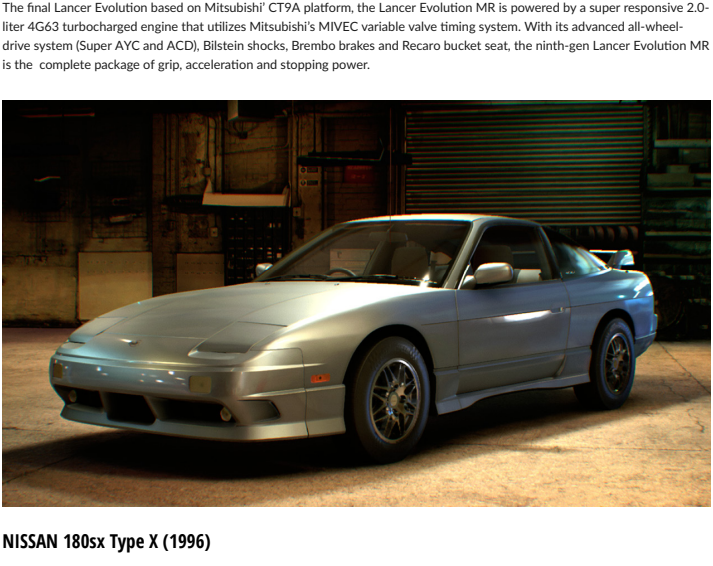
## Mercedes-AMG GT (2015)

Geared toward the modern petrol head, the Mercedes-AMG GT packs a potent 4.0-liter V8 biturbo engine making 462hp and 443 lb-ft of torque. With a smooth, rounded silhouette and long extended hood out front, it's got an AMG double wishbone sports suspension and an electric rear wing for high speed driving. This luxurious 2-seater sports car is wide, aggressive and agile; perfect for stalking the streets.



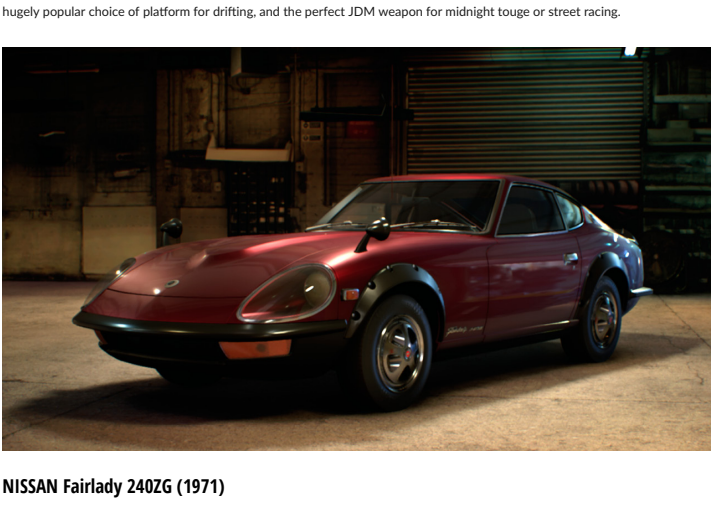
## Mitsubishi Lancer Evolution MR (2008)

The final Lancer Evolution based on Mitsubishi' CT9A platform, the Lancer Evolution MR is powered by a super responsive 2.0-liter 4G63 turbocharged engine that utilizes Mitsubishi's MIVEC variable valve timing system. With its advanced all-wheel-drive system (Super AYC and ACD), Bilstein shocks, Brembo brakes and Recaro bucket seat, the ninth-gen Lancer Evolution MR is the complete package of grip, acceleration and stopping power.



## NISSAN 180sx Type X (1996)

The Type X is the ultimate 180SX. It runs a turbocharged SR20DET inline-4 turbo motor, and is differentiated from the older 180SX by unique tail lights, body kit and rear spoiler. Based on Nissan's S13 chassis, this rear-wheel drive fastback coupe is a hugely popular choice of platform for drifting, and the perfect JDM weapon for midnight touge or street racing.



## NISSAN Fairlady 240ZG (1971)

Known as the Datsun 240Z outside of Japan, the S30 Nissan Fairlady 240ZG was a highly successful sports car powered by a howling straight-6 engine. The Fairlady 240ZG was a Japan only model, featuring an extended 'G-nose' bumper, bolt-on fender flares, a rear spoiler, acrylic headlight covers and fender-mounted mirrors. The elongated snout resulted in a sleek, more elegant design, with the flares allowing an aggressive, wider stance.

## NISSAN GT-R Premium (2015)

Stealth. Dominance. Speed. The Nissan GT-R possesses a monstrous VR38DETT V6 engine force-fed by twin turbochargers, and is capable of overthrowing the quickest of performance cars with ease. Unrivalled in terms of its brutal acceleration, the last thing your opponents will see are four round, red taillights burnt into their vision.

## NISSAN Silvia Spec-R (2002)

The last car to wear Nissan's Silvia badge, the S15 is the final Silvia variant with production having ended in 2002. The SR20DET-powered Spec-R features aggressive, sharp styling, a super-stiff chassis and a suspension set up as though it was built to do one thing exceptionally well—oversteer.

## NISSAN Skyline GT-R KPGC10 (1971)

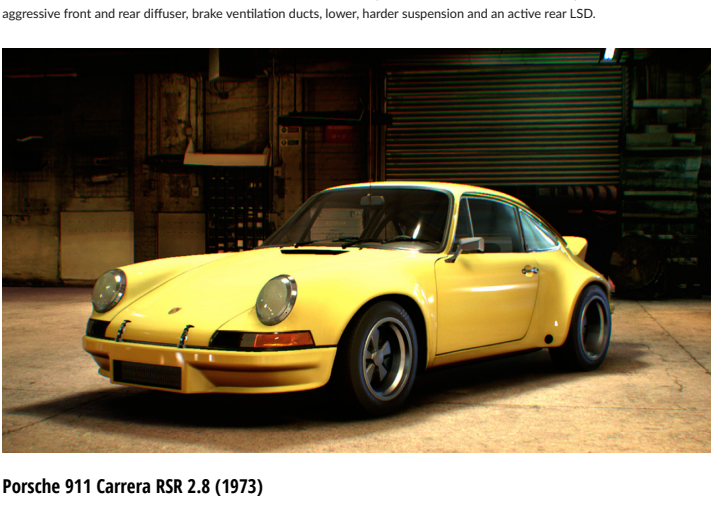
The Skyline GT-R, the 2-door KPGC10 has now reached legendary status around the world. With its nostalgic boxy appearance and staunch rear bolt-on fenders, the 'Hakosuka' or 'box' Skyline is powered by the highly sought after DOHC, 2.0-liter straight-six S20 engine. Break the rules and modify this ultra-rare classic if you dare.

## NISSAN Skyline GT-R V-Spec (1993)

The original Godzilla, the BNR32 GT-R is the third generation Nissan Skyline to wear the GT-R badge. Essentially a race-bred street car, the R32 served a swift kick to the motoring world when it debuted in the late eighties, and proceeded to destroy all comers. It's powered by Nissan's twin-turbocharged RB26DETT engine, features an intelligent all-wheel drive system and wide, muscular fenders with a subtle front spoiler, rear wing and side skirts. The V.spec edition, short for 'Victory SPECification' was produced to celebrate Nissan's success in Group A racing.

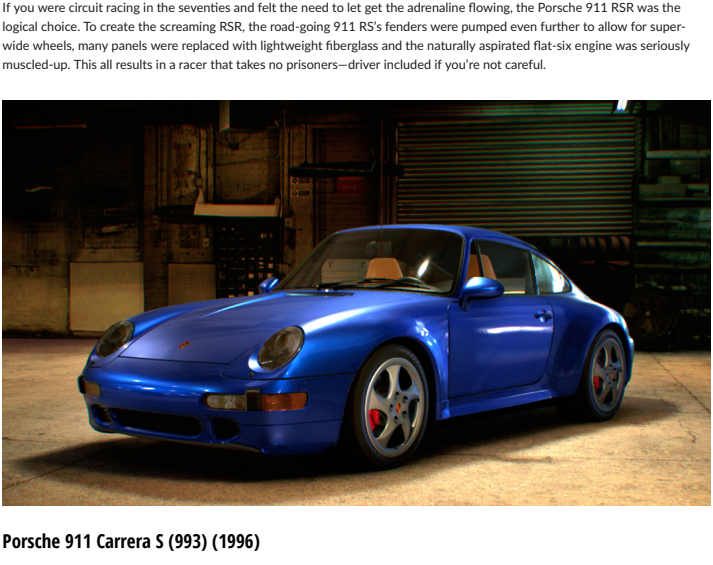
## NISSAN Skyline GT-R V-Spec (1999)

Some say the fifth-generation BNR34 Skyline GT-R V.spec is the last of the true GT-Rs, thanks to its RB26DETT twin turbo straight six. Years of development of the GT-R platform throughout the nineties resulted in the ultimate Skyline, with a super-stiff chassis and the ultimate ATTESA E-TS PRO four-wheel-drive system. Over the base R34 GT-R, V.spec model features an aggressive front and rear diffuser, brake ventilation ducts, lower, harder suspension and an active rear LSD.



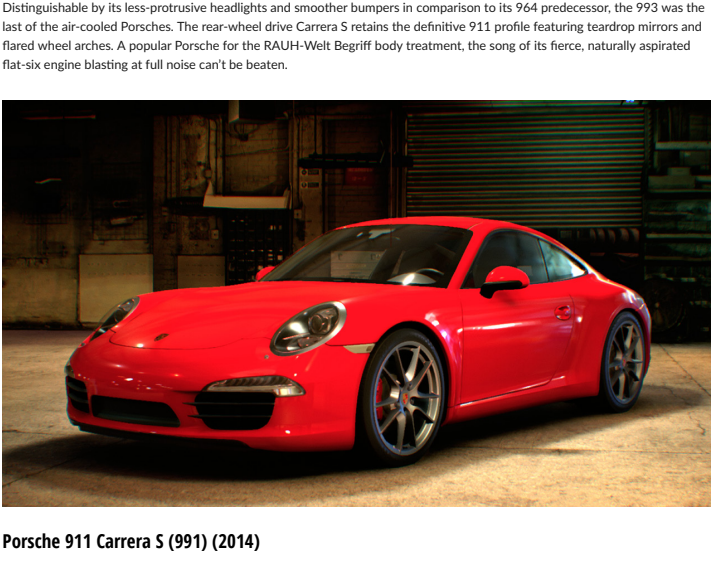
## Porsche 911 Carrera RSR 2.8 (1973)

If you were circuit racing in the seventies and felt the need to let get the adrenaline flowing, the Porsche 911 RSR was the logical choice. To create the screaming RSR, the road-going 911 RS's fenders were pumped even further to allow for super-wide wheels, many panels were replaced with lightweight fiberglass and the naturally aspirated flat-six engine was seriously muscled-up. This all results in a racer that takes no prisoners—driver included if you're not careful.



## Porsche 911 Carrera S (993) (1996)

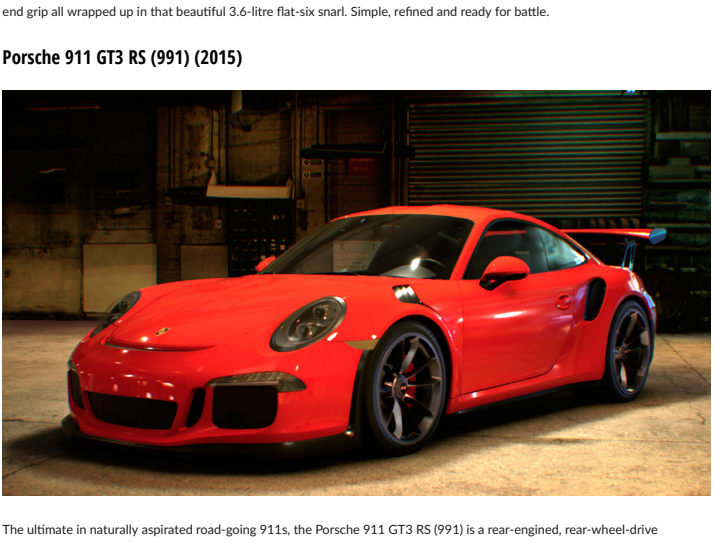
Distinguishable by its less-protrusive headlights and smoother bumpers in comparison to its 964 predecessor, the 993 was the last of the air-cooled Porsches. The rear-wheel drive Carrera S retains the definitive 911 profile featuring teardrop mirrors and flared wheel arches. A popular Porsche for the RAUH-Welt Begriff body treatment, the song of its fierce, naturally aspirated flat-six engine blasting at full noise can't be beaten.



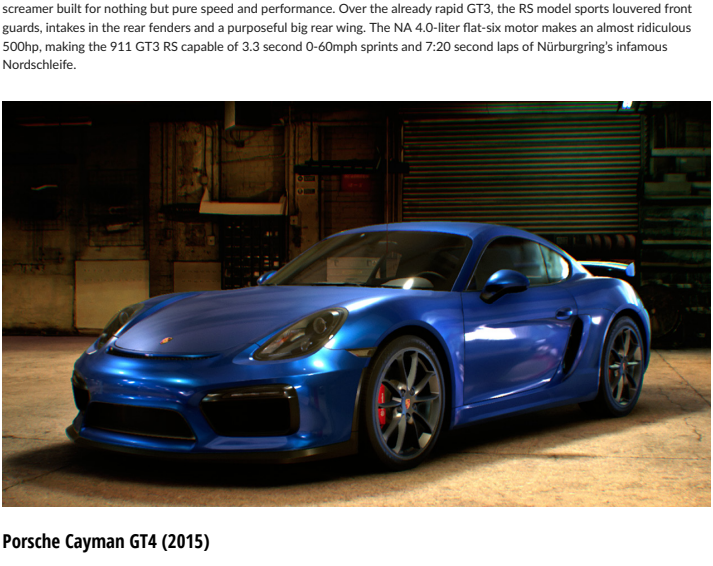
## Porsche 911 Carrera S (991) (2014)

The Porsche 911 platform has come a long way, but after fifty years, this rear-engined design has been perfected to a point that it has become, well, perfect. The current generation 991 Carrera S is a perfect mix of comfort, straight line speed and rear-end grip all wrapped up in that beautiful 3.6-litre flat-six snarl. Simple, refined and ready for battle.

## Porsche 911 GT3 RS (991) (2015)

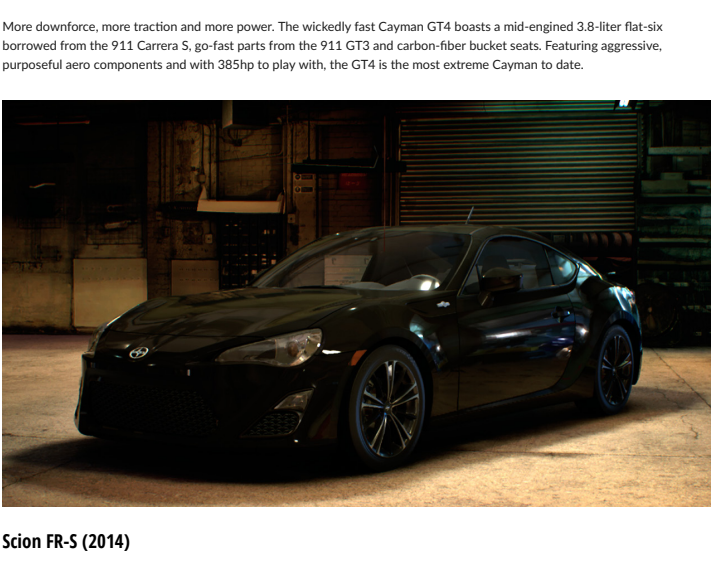


The ultimate in naturally aspirated road-going 911s, the Porsche 911 GT3 RS (991) is a rear-engined, rear-wheel-drive screamer built for nothing but pure speed and performance. Over the already rapid GT3, the RS model sports louvered front guards, intakes in the rear fenders and a purposeful big rear wing. The NA 4.0-liter flat-six motor makes an almost ridiculous 500hp, making the 911 GT3 RS capable of 3.3 second 0-60mph sprints and 7:20 second laps of Nürburgring's infamous Nordschleife.



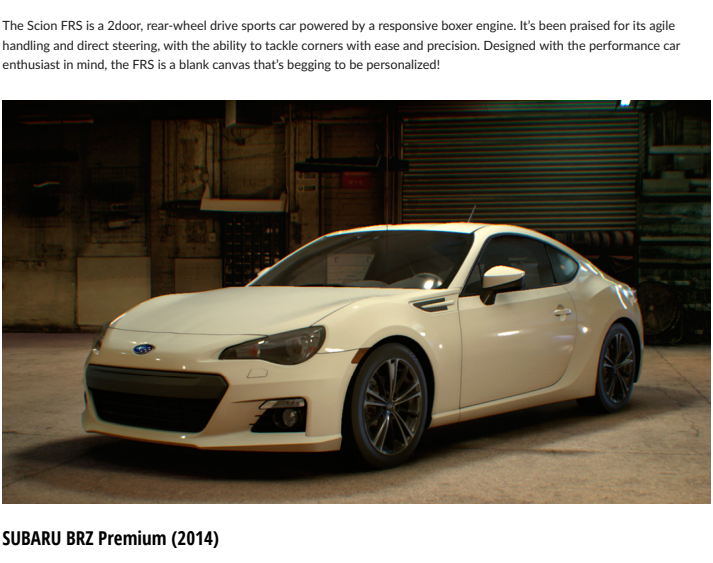
## Porsche Cayman GT4 (2015)

More downforce, more traction and more power. The wickedly fast Cayman GT4 boasts a mid-engined 3.8-liter flat-six borrowed from the 911 Carrera S, go-fast parts from the 911 GT3 and carbon-fiber bucket seats. Featuring aggressive, purposeful aero components and with 385hp to play with, the GT4 is the most extreme Cayman to date.



## Scion FR-S (2014)

The Scion FRS is a 2door, rear-wheel drive sports car powered by a responsive boxer engine. It's been praised for its agile handling and direct steering, with the ability to tackle corners with ease and precision. Designed with the performance car enthusiast in mind, the FRS is a blank canvas that's begging to be personalized!



## SUBARU BRZ Premium (2014)

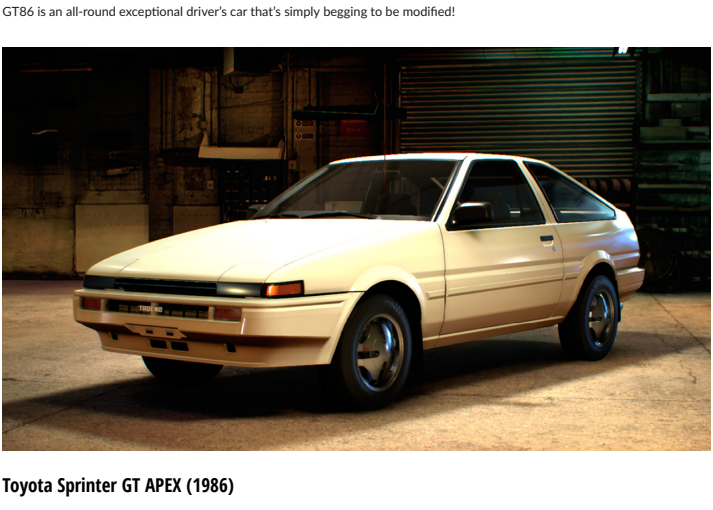
With its fun-to-drive spirit and great handling, the SUBARU BRZ packs a boxer engine that's just begging for boost. Boasting excellent handling and all-round performance, the BRZ is an exciting, affordable modern sports car, dedicated to the art of driving. With the right customization, the BRZ is ready to take on any challenge.

## SUBARU IMPREZA WRX STI (2010))

From a long line of championship-winning boxer-powered, all-wheel-drive rally weapons comes the third-generation SUBARU IMPREZA, often referred to as the "hawk-eye". Built for ultimate speed and grip on all surfaces, the WRX STI runs a 2.5-litre turbocharged flat four, mated to a clever drivetrain that sends power out to all four wheels housed in widened fenders. Let's not forget the sound—nothing is quite as intoxicating to a Subaru fan as the signature rumble of a modified WRX STI.

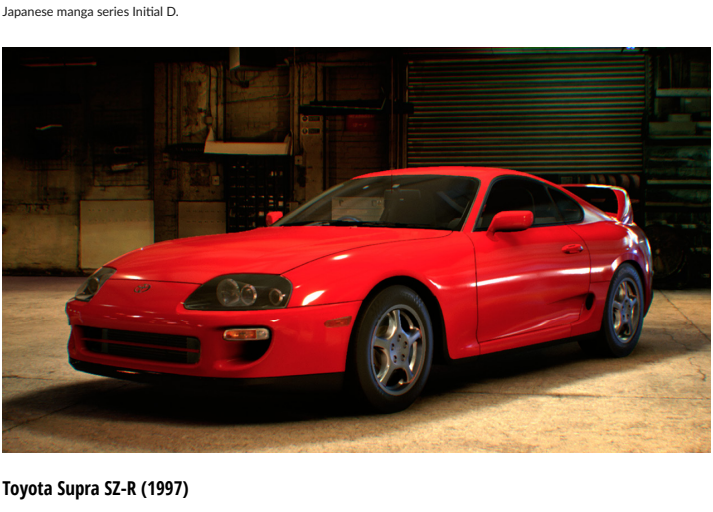
## Toyota GT86 (2014)

The successor to the iconic AE86 had high expectations to live up to, and it's partially due to this that the 'new 86' platform became a hugely popular tuner car from the moment it was released back in 2012. Powered by a growling boxer engine, the GT86 is an all-round exceptional driver's car that's simply begging to be modified!



## Toyota Sprinter GT APEX (1986)

Arguably one of the most iconic Japanese tuner cars of all time, the Toyota AE86 is hugely popular amongst the drifting community due to its lightweight, rear-wheel drive layout and simple yet responsive inline4 DOHC 16-valve 4AGE engine. Nicknamed the 'hachiroku', which is Japanese for 'eightsix', the Sprinter GT Apex hatchback was further popularized in the Japanese manga series Initial D.



## Toyota Supra SZ-R (1997)

The MKIV Supra was a huge hit for Toyota upon its release in 1992 thanks to its sleek, rounded good looks, superior build quality and planted road manners. But all of that is unimportant compared to the Supra's twin turbo straight six 2JZGTE. One of the best performance engines ever built, the 2JZ is extremely popular with drag racers, drifters and street fiends alike, and with the help of some more boost and perhaps a little nitrous, the indestructible 2JZ is capable of massive power.

## Volkswagen Golf GTI (1976)

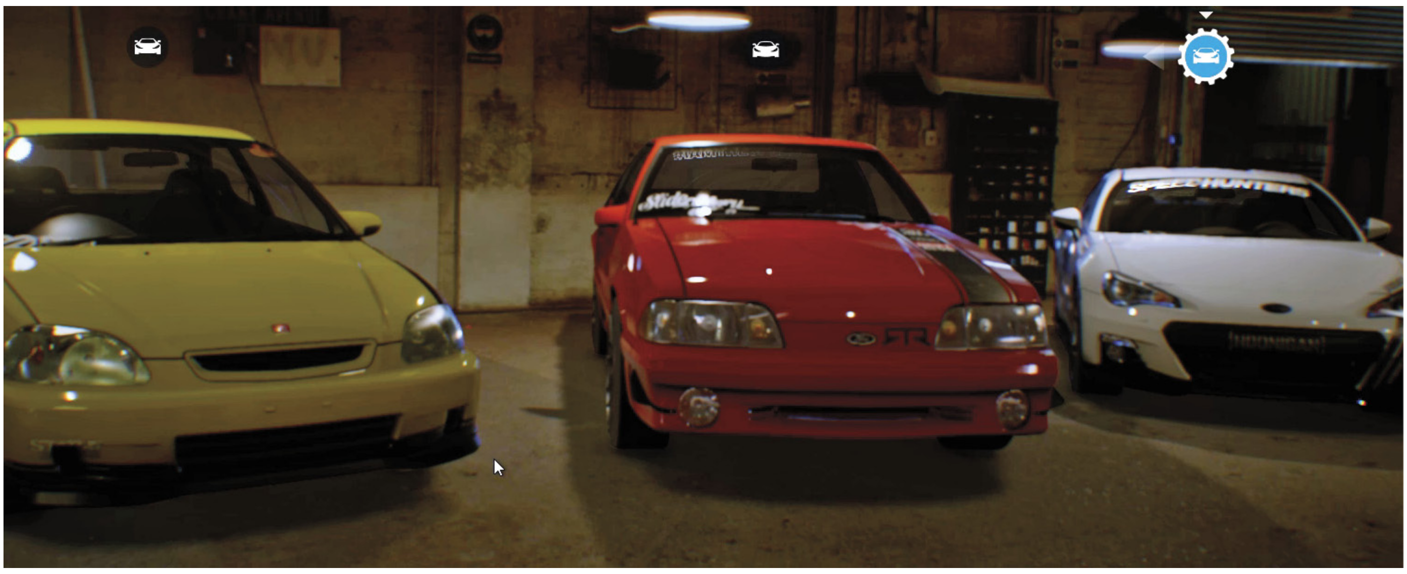
The Golf GTI is perhaps the most iconic and influential car that Volkswagen has ever produced. The original 'hot hatch' and one of the first small cars to adopt mechanical fuel injection, the first-gen Mk1 GTI provides endless entertainment from behind the wheel. Its 4cylinder motor mightn't be all that powerful by today's standards, but with its classic lines and loveable looks, it remains extremely popular in the European tuning scene.

## Volvo 242 (1975)

In August 1974, born and bred in Sweden, Volvo presented a new generation of cars. The Volvo 242 belongs to Volvo's hugely successful 240 series and is renowned for its functionality, safety and would stay in production for ten years. It's a popular tuner in Scandinavia, where you'll find everything from tidy restorations to big power, fire-breathing drag cars and history-steeped legendary racers.

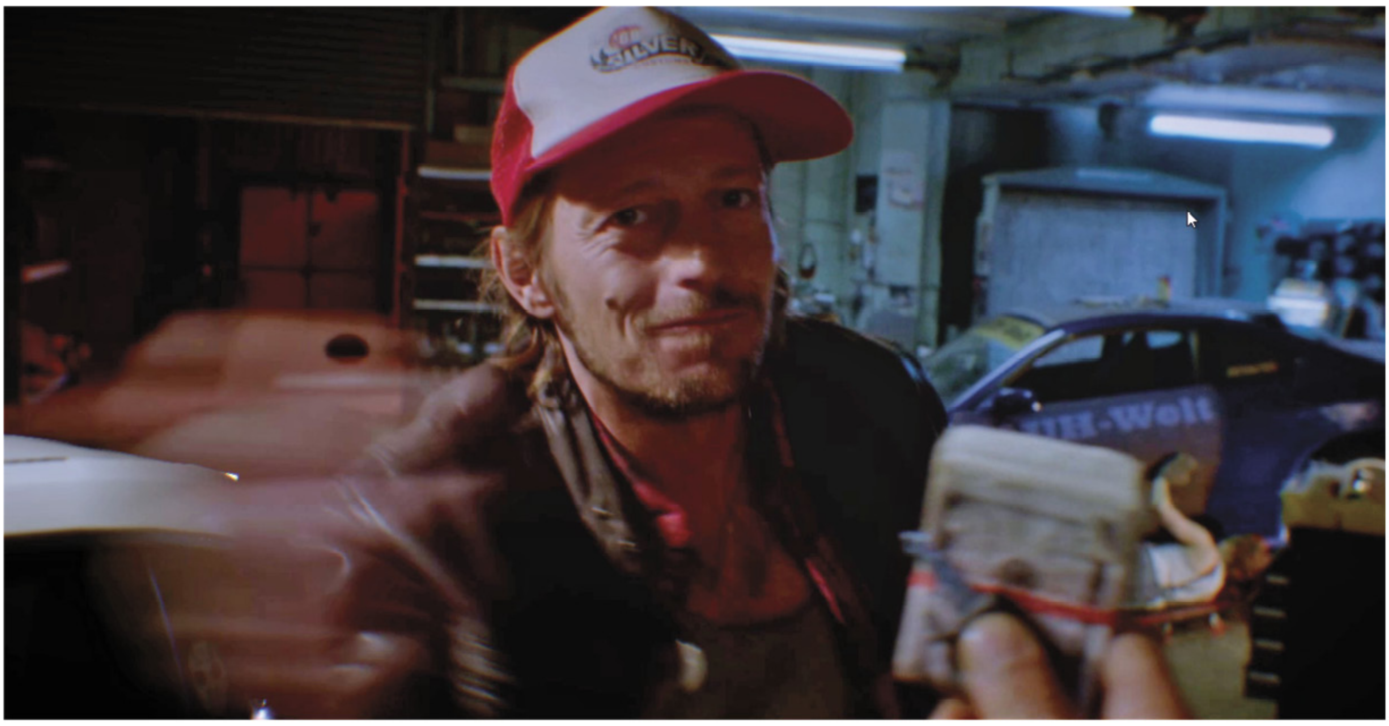
# Overview

When you begin the game, you trade in your old ride and purchase a new vehicle from Travis at the garage. You have your choice of three different cars. Once you make your decision, you hand Travis a wad of cash and he gives you the keys.



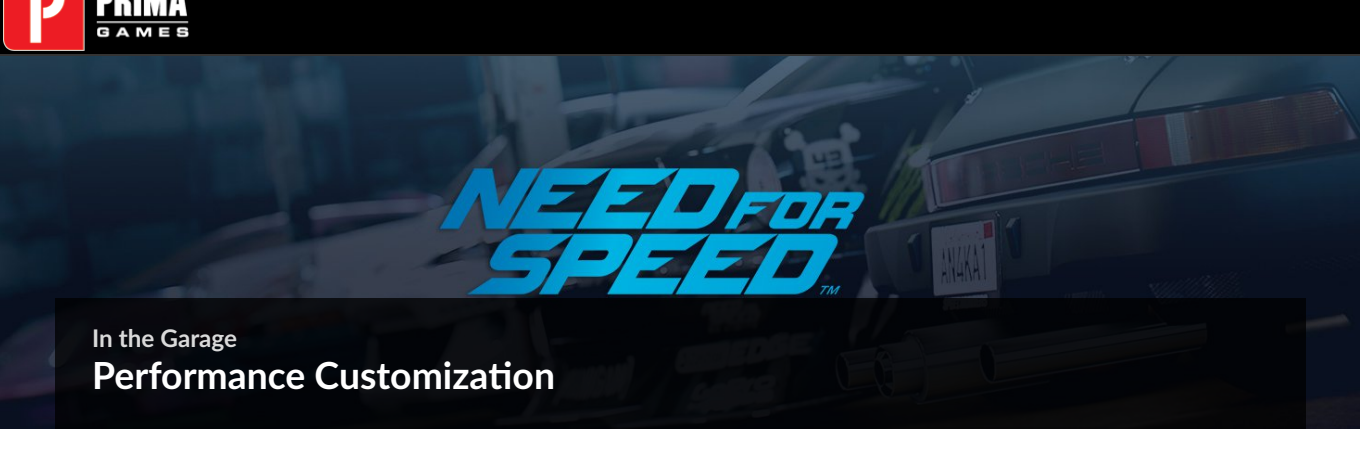
You don't get to work on your car right away. Instead, you take a drive to the diner and meet up with your crew. Then you head right back to the garage. That's when you can start tinkering with your new toy.

You start off with some money, so you might as well spend it. There are several categories for upgrading and tuning your car. Performance Customization consists of adding or upgrading the parts of your car, such as the engine block, air filter, tires, clutch, etc. Handling Tuning lets you tune your car to make it tighter or looser, depending on whether you want to race or drift. It also allows you to adjust other items as you purchase and install them. Paint & Wrap is where you can choose the color and finish for your car, as well as apply decals to create your own look. Continue on in Visual Customization where you can change out hoods, bumpers, mirrors, and more. Finally, check your Parts Inbox for items you've earned or won.



## TIP

**Since you have a limited amount of money at the beginning of the game, it's best to spend it on improving your car's performance. The faster and more powerful you can make your car, the more likely you are to win some of the early events and earn more cash, which you can then use to further upgrade and customize your ride. So spend some dough in the Performance Customization area.**



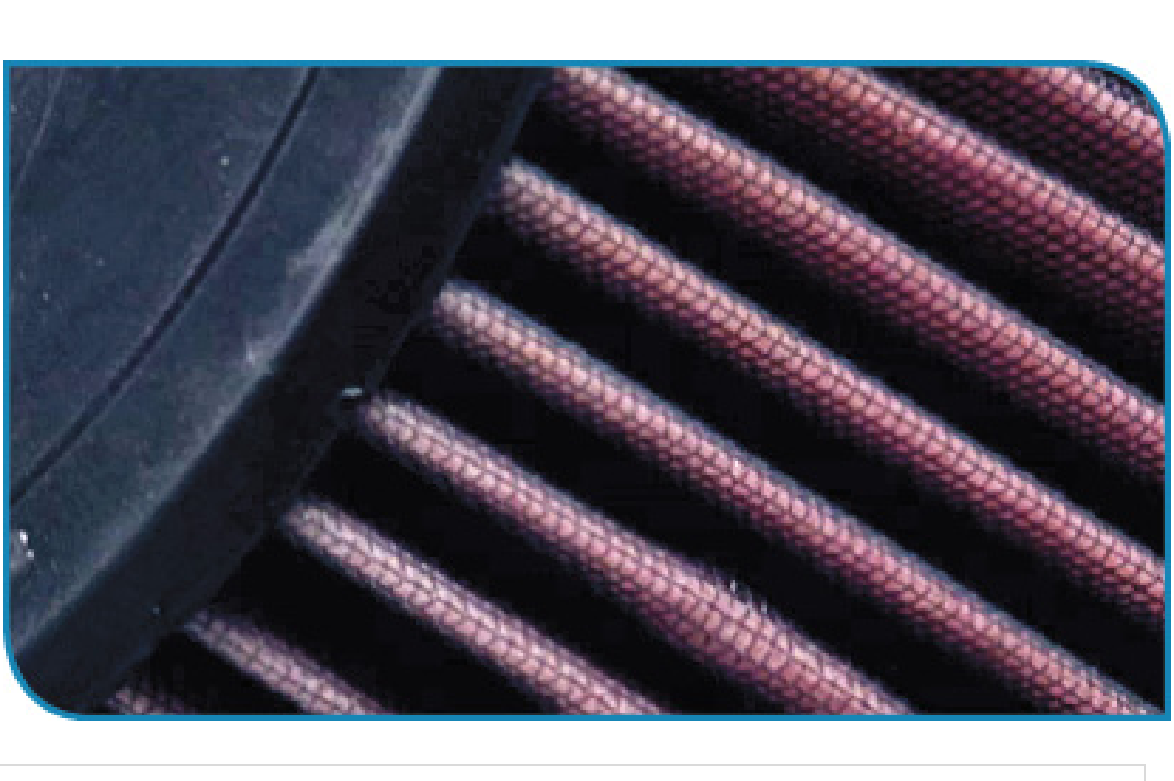
In the Garage

# Performance Customization

This is where you build your car into a racing machine. While looks may be nice, what's under the hood really counts. Most of the items in this category can boost your car's horsepower and improve its speed. Others, however, such as brakes and sway bars, let you customize the way your car handles and can be adjusted in the Handling Tuning section.

There are several parts on which you may spend your hard earned cash. However, some give you a bigger performance boost for the buck. The following list shows you where you're better off spending your money. When you first start out, you may not be able to upgrade each of these parts. Some are locked. In those cases, just go on to the next piece of equipment.

- Engine Block
- Exhaust Manifold
- Fuel System
- Cylinder Heads
- Cam Shaft
- Exhaust System
- Electric System
- ECU
- Intake Manifold
- Radiator
- Ignition
- Air Filter



## AIR FILTER

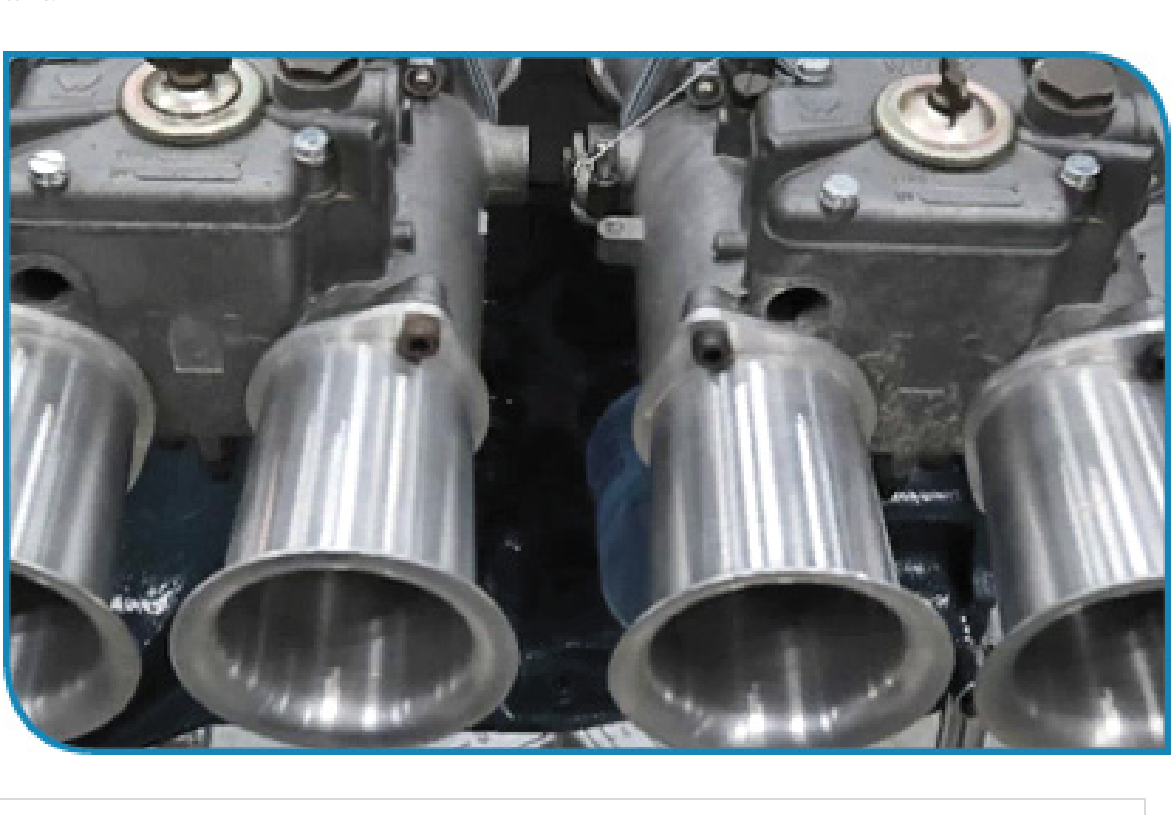
| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Drop in Filter | 370 | Start |
| Short Ram Air Intake | 920 | Rep Level 2 |
| Cold Air Intake | 1,750 | Rep Level 24 |

Not only do air filters ensure that clean air is entering your engine, higher quality systems can also help provide more air for engine combustion and give you increased speed and power. However, this is one of the last items you should upgrade.

## COOLING SYSTEM

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Intercooler w/h 26x6 | 560 | Start |
| Intercooler w/h 31x8 | 1,380 | Rep Level 17 |
| Intercooler w/h 31x10 | 2,630 | Rep Level 31 |
| Intercooler w/h 34x10 | 4,500 | Rep Level 43 |

Your car needs a radiator to keep it running cool. This is especially important for racing since you'll be running your engine at high RPMs for long periods of time, which builds up a lot of heat. The better your radiator, the faster and more powerful your car is.



## INTAKE MANIFOLD

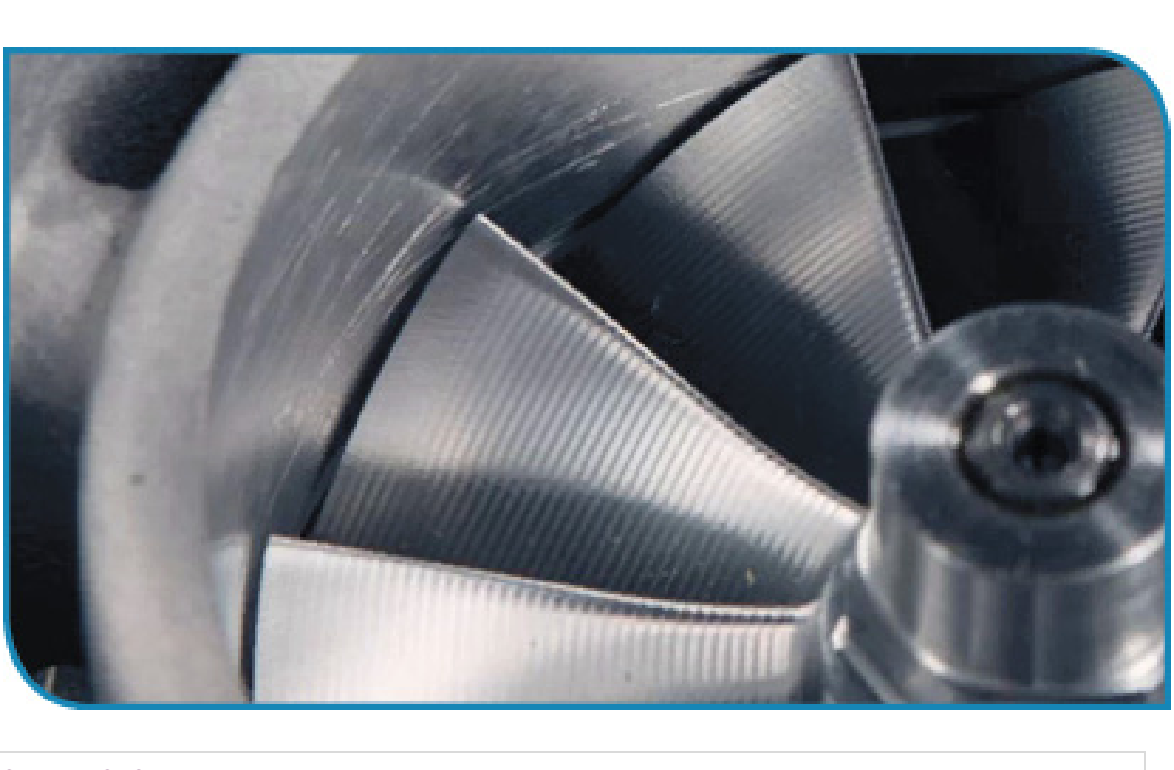
| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Aftermarket Edition | 320 | Via Amy's missions |
| Large Throttle Body | 1,520 | Via Amy's missions |
| X-Large Throttle Body | 3,350 | Via Amy's missions |

Just like you, your engine needs to breathe. The intake manifold's purpose is to evenly distribute the air into each of the intake ports of the cylinder heads of your engine. The larger the manifold's throttle body, the more powerful your engine is.

## FUEL SYSTEM

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Aftermarket Fuel Pump | 1,130 | Start |
| High Performance Fuel Injectors | 2,750 | Rep Level 9 |
| Fuel Rail Kit | 5,250 | Rep Level 19 |
| Standalone Fuel System | 9,000 | Rep Level 48 |

In addition to air, your engine also needs fuel. The fuel system pumps or injects fuel into the cylinders where it mixes with the air and combusts to make power and, thus, speed.



## FORCED INDUCTION

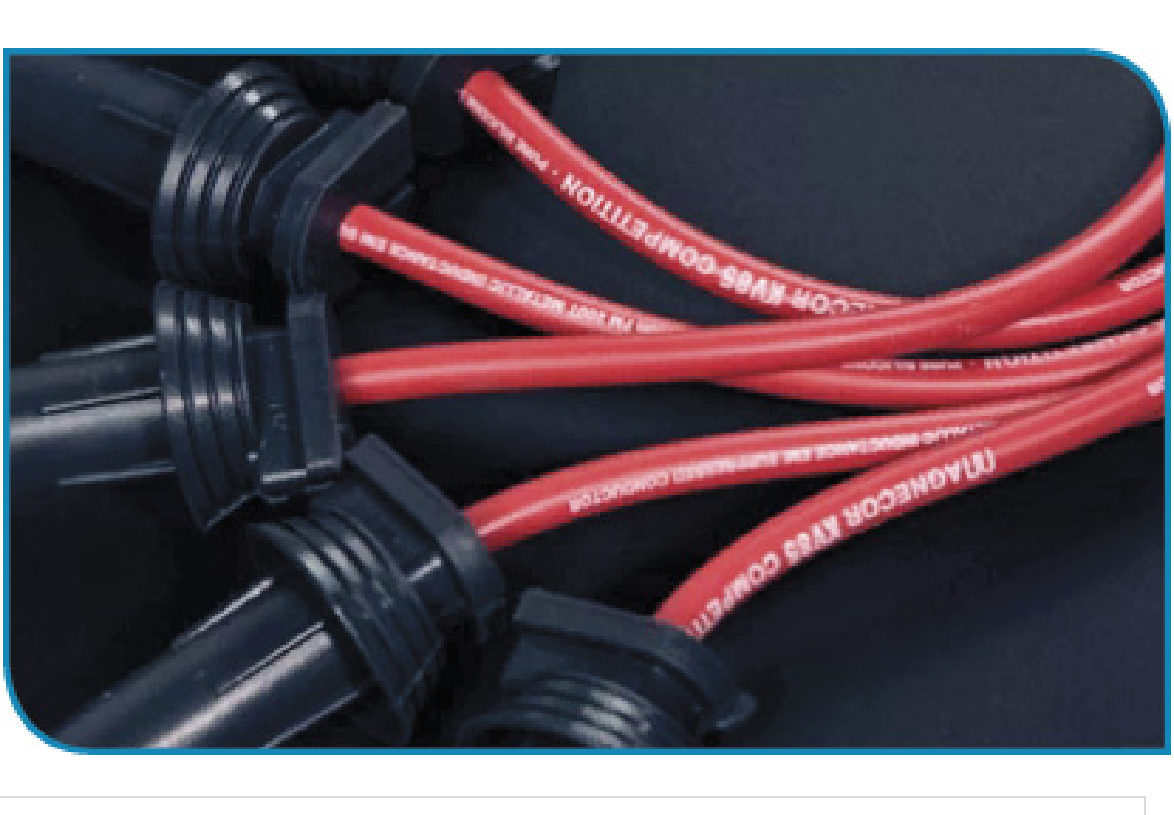
| TYPE | UNLOCKED AT |
|---|---|
| Turbocharger: EliteTune-TC1-A-Tuner | Start |
| Turbocharger: EliteTune-TC2-A-Pro | Rep Level 10 |
| Turbocharger: EliteTune-TC2-B-PRO | Rep Level 10 |
| Turbocharger: EliteTune-TC2-C-PRO | Rep Level 10 |
| Turbocharger: EliteTune-TC3-A-HYBRID | Rep Level 25 |
| Turbocharger: EliteTune-TC3-B-HYBRID | Rep Level 25 |
| Turbocharger: EliteTune-TC3-C-HYBRID | Rep Level 25 |
| Turbocharger: EliteTune-TC3-D-HYBRID | Rep Level 25 |
| Turbocharger: EliteTune-TC3-E-HYBRID | Rep Level 25 |
| Turbocharger: EliteTune-TC4-A-RACE | Rep Level 40 |
| Turbocharger: EliteTune-TC4-B-RACE | Rep Level 40 |
| Turbocharger: EliteTune-TC4-C-RACE | Rep Level 40 |
| Turbocharger: EliteTune-TC4-D-RACE | Rep Level 40 |
| Turbocharger: EliteTune-TC4-E-RACE | Rep Level 40 |
| Turbocharger: EliteTune-TC4-F-RACE | Rep Level 40 |
| Turbocharger: EliteTune-TC4-G-RACE | Rep Level 40 |
| Supercharger: EliteTune-SC-V1-TUNER | start |
| Supercharger: EliteTune-SC-V2-PRO | Rep Level 10 |
| Supercharger: EliteTune-SC-V3-HYBRID | Rep Level 25 |
| Supercharger: EliteTune-SC-V4-RACE | Rep Level 40 |

While the intake manifold allows air into the engine, a forced induction system, such as a turbocharger or supercharger, compresses and pushes extra air into the cylinders, allowing them to burn more fuel each second and, thus, providing more power with each stroke.

## ELECTRIC SYSTEM

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Aftermarket Wiring | 1,580 | Start |
| Wire Tuck | 3,850 | Rep Level 41 |

The third element for combustion in an engine is the spark of electricity that ignites the fuel and air mixture in the cylinders. The better your electric system, the better your engine runs as that spark comes at the perfect time.



## IGNITION

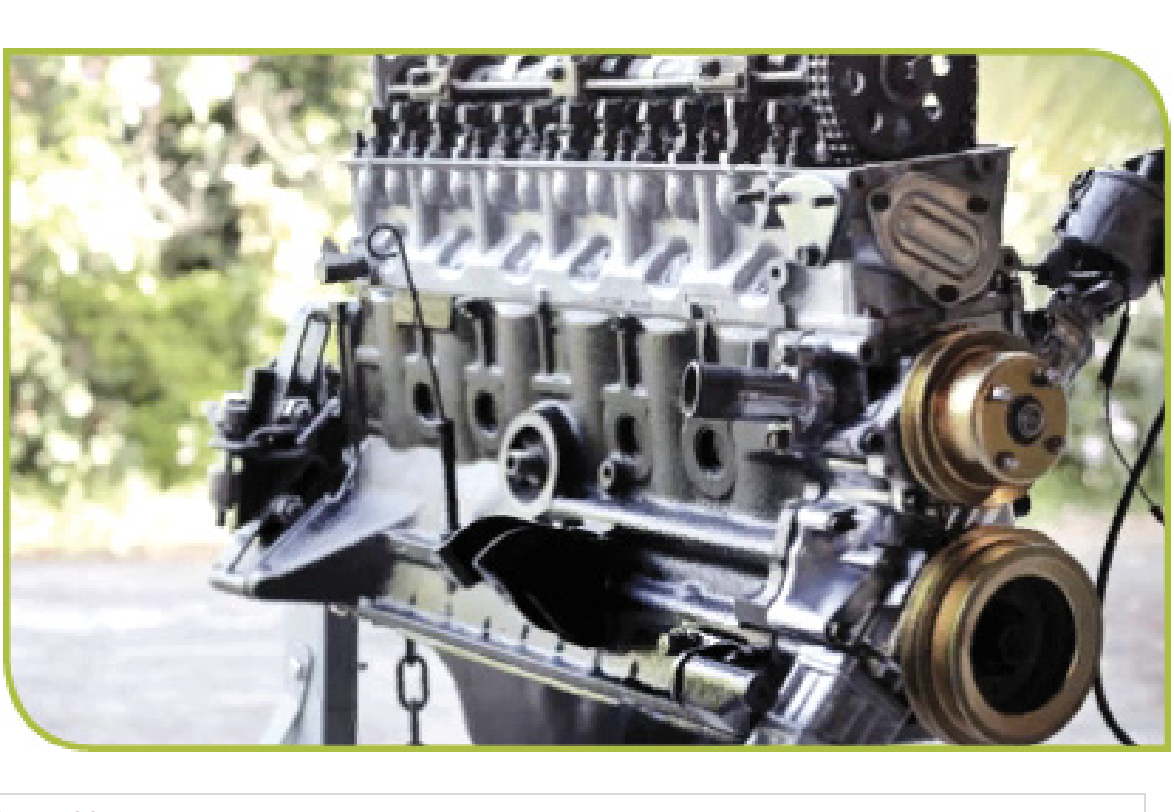
| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Multi-Spark Ignition System | 250 | Via Amy's missions |
| Multi-Spark High Performance Ignition | 830 | Via Amy's missions |
| Multi-Spark Race Ignition | 2,000 | Via Amy's missions |

Your cars start out with a standard ignition system, which consists of sparkplugs that provide the spark. However, multi-spark ignitions provide more spark so that the fuel and air mixture ignite more efficiently. This is important for racing engines.

## ECU

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| ECU Flash | 900 | Start |
| Plug 'n Play ECU | 2,200 | Rep Level 29 |
| Standalone ECU | 4,200 | Rep Level 46 |

The engine control unit, or ECU, is the computer for modern cars. It controls several functions, including the air to fuel ratio and ignition timing.



## ENGINE BLOCK

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Elite Tuning Hooned Block v.1 | 1,290 | Start |
| Elite Tuning Ported Block v.2 | 3,140 | Rep Level 6 |
| Elite Tuning Sleeved Block v.3 | 6,000 | Rep Level 20 |
| Elite Tuning Ported and Sleeved Block v.4 | 10,290 | Rep Level 30 |
| Elite Tuning Ready Built Block v.5 | 16,430 | Rep Level 38 |
| Elite Tuning Elite Prepped Block v.6 | 24,850 | Rep Level 45 |
| Elite Tuning Race Prepped Block v.7 | 36,000 | Rep Level 50 |

The engine block is the main structure of your engine. This is where the magic happens as air, fuel, and electricity are combined to make power and speed.

## CAM SHAFT

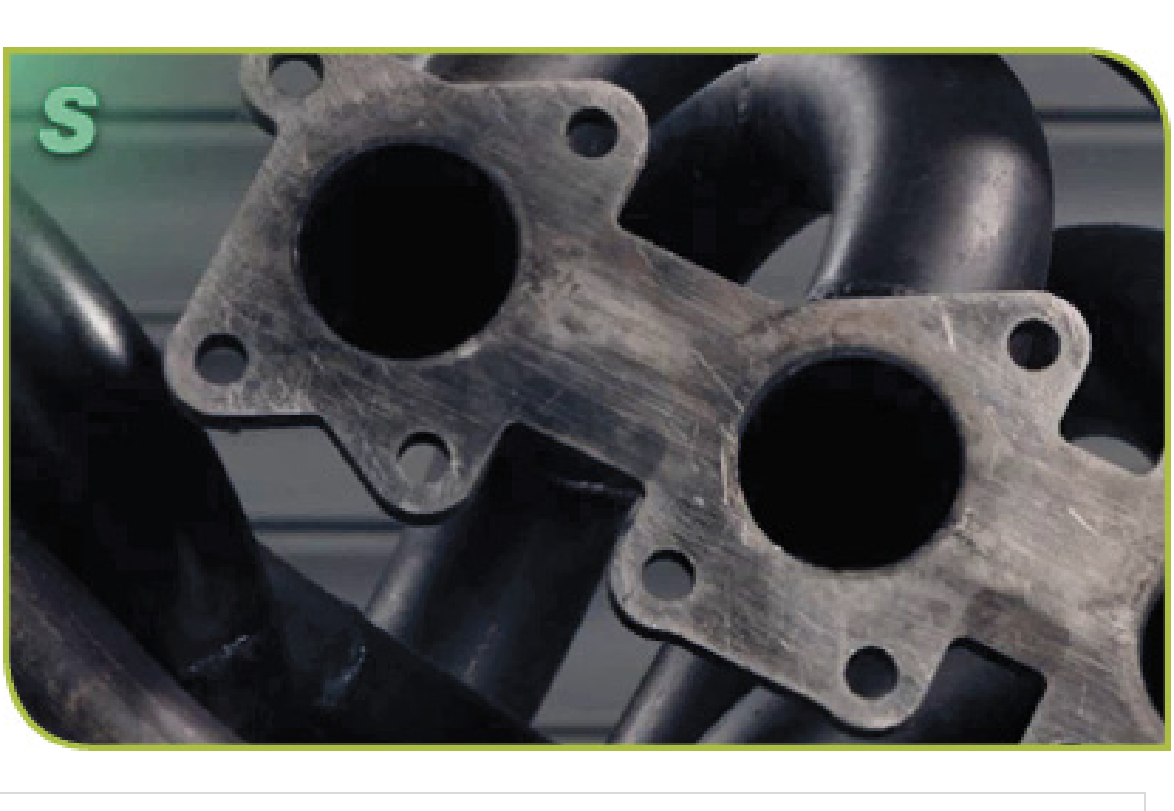
| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Aftermarket Camshaft Elite.5 240int/211exh | 720 | Start |
| Aftermarket Camshaft Elite 4 243int/283exh | 1,760 | REP LEVEL 4 |
| Aftermarket Camshaft Elite.3 263int/310exh | 3,360 | Rep Level 11 |
| Aftermarket Camshaft Elite.2 308int/277exh | 5,760 | Rep Level 34 |
| Aftermarket Camshaft Elite.1 312int/283exh | 9,200 | Rep Level 42 |

The camshaft is located in the engine and controls the opening and closing of cylinders valves. It opens the intake valves to allow fuel and air to enter, and then after combustion, opens exhaust valves to let the burned fuel and gases out. Different camshafts can open these valves a bit more to let in more fuel and air for more power.

## CYLINDER HEADS

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Polished Cylinder Heads | 1,000 | Via Amy's missions |
| Hooned Cylinder Heads | 2,670 | Via Amy's missions |
| Ported Cylinder Heads | 5,500 | Via Amy's missions |

The cylinder head closes the top of the cylinders and forms a combustion chamber. It usually contains ports through which fuel and air enter the cylinder and exhaust escapes.



## EXHAUST MANIFOLD

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| EL Manifold | 960 | Start |
| UEL Manifold | 2,580 | Via Amy's missions |
| Race Manifold | 5,330 | Via Amy's missions |
| Titanium Manifold | 9,700 | Via Amy's missions |

After combustion takes place in the cylinders, the exhaust created is pushed by the upstroke of the piston out of the cylinder and into the exhaust manifold. From there, it is moved through the rest of the exhaust system.

## EXHAUST SYSTEM

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Catted Race Exhaust | 900 | Start |
| Decatted Race Exhaust | 2,200 | Rep Level 15 |
| Decatted Non Resonated Exhaust | 4,200 | Rep Level 35 |
| Full Race Exhaust | 7,200 | Rep Level 44 |

The exhaust system carries the gases that are the by-product of the combustion in the engine to the exhaust pipes.

## CLUTCH

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Clutch w/ 0.4s gear change time | 865 | Start |
| Clutch w/ 0.3s gear change time | 1,080 | Start |
| Clutch w/ 0.2s gear change time | 1,835 | Rep Level 26 |
| Clutch w/ 0.1s gear change time | 2,590 | Rep Level 37 |
| Clutch w/ 0.05s gear change time | 3,350 | Rep Level 49 |

All of the cars in the game come with an automatic transmission. That means the transmission automatically changes gears for you. The clutch does not give your car more power. However, the shorter the gear change time, the faster your car accelerates.

## NITROUS SYSTEM

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Time Refill Nitrous 5lb Capacity | 2,125 | Start |
| Action Nitrous 5lb Capacity | 2,125 | Start |
| Action Nitrous 10lb Capacity | 4,750 | rep level 5 |
| Time Refill Nitrous 10lb Capacity | 4,750 | rep level 5 |
| Time Refill Nitrous 15lb Capacity | 7,500 | Rep Level 36 |
| Action Nitrous 15lb Capacity | 4,500 | Rep Level 36 |

A nitrous system is a way to get a bit more power out of your engine for a short amount of time. N2O is injected into the cylinder when your system is at full throttle. As the liquid enters the cylinder, it changes to a gas due to the lower pressure than what is in the container. This cools down the surrounding air, allowing more air into the cylinder. As combustion begins, the heat breaks up the nitrous oxide molecule and releases oxygen, which further adds to the combustion. A nitrous system is great for accelerating faster or for providing extra velocity once you reach your max speed.

## SUSPENSION

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Semi Adjustable Suspension | 515 | Via Amy's missions |
| Adjustable Suspension | 1,120 | Via Amy's missions |
| Fully Adjustable Suspension | 1,560 | Via Amy's missions |

The suspension of a car helps increase traction and friction with the road. Not only does this provide greater comfort while driving, but it also helps you maintain control. Once you purchase suspensions that allow for adjustments, you can set the stiffness of your springs.

## DIFFERENTIAL

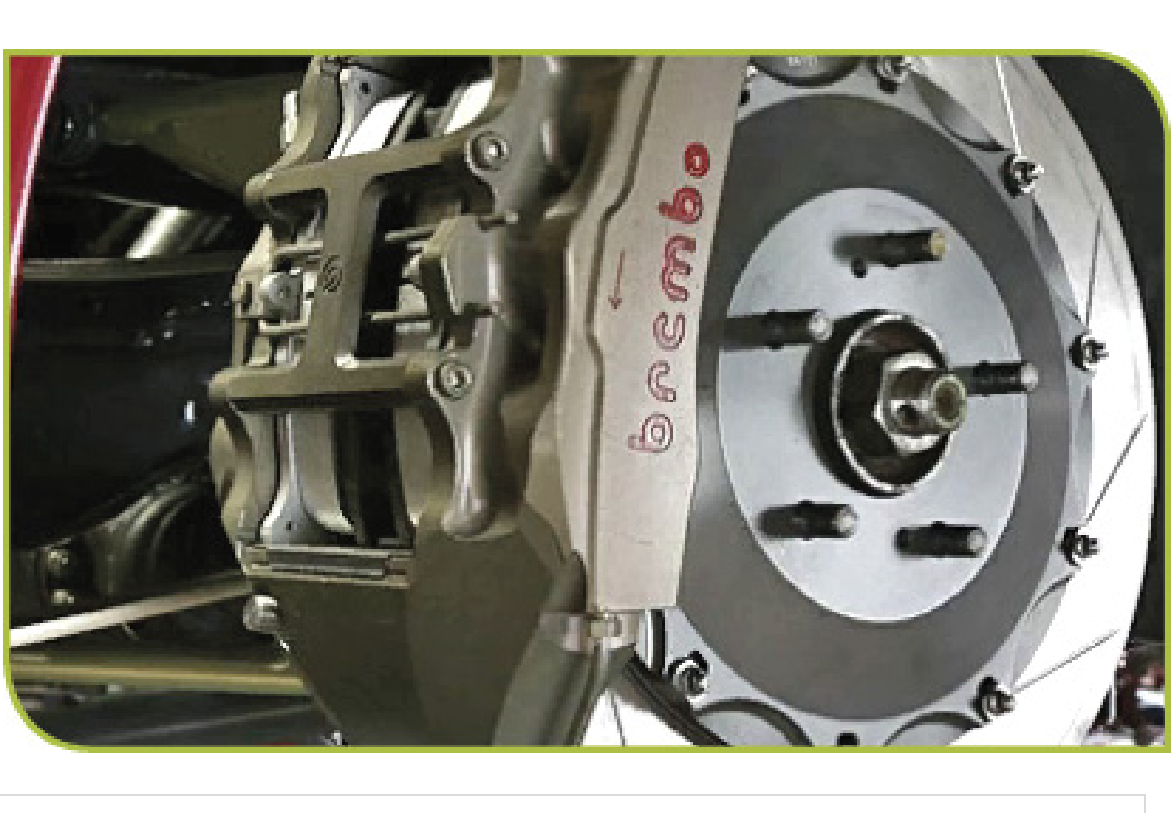
| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Semi Adjustable Differential | 520 | Start |
| Adjustable Differential | 1,250 | Rep Level 13 |
| Fully Adjustable Differential | 2,160 | Rep Level 23 |

A differential is designed to drive a pair of wheels while allowing them to rotate at different speeds. This prevents skidding when going around a turn since the outer wheel travels a greater distance than the inner wheel.

## TIRES

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| E/T-G1-BLNCD-GRP | 120 | Start |
| E/T-D1-BLNCD-DRFT | 120 | Start |
| E/T-D2-MID-DRFT | 215 | rep level 3 |
| E/T-G2-MID-GRP | 215 | rep level 3 |
| E/T-D3-PLUS-DRFT | 330 | Rep Level 14 |
| E/T-G3-PLUS-GRP | 330 | Rep Level 14 |
| E/T-G4-XCESS-GRP | 455 | Rep Level 22 |
| E/T-D4-XCESS-DRFT | 455 | Rep Level 22 |
| E/T-D5-XTREME-DRFT | 570 | Rep Level 33 |
| E/T-G5-XTREME-GRP | 570 | Rep Level 33 |

The tires connect your car to the road. Depending on their design, they can have more or less traction. The greater the traction, the more the car grips the road. The less the traction, the more likely the car will slide or drift.



## BRAKES

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Semi Adjustable Brakes | 560 | Start |
| fully Adjustable Brakes | 1,985 | Rep Level 21 |

The job of your brakes is to stop or slow down your car. There are brakes on each of the four wheels. The two important attributes in the game are their bias and strength.

## HANDBRAKE

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Semi Adjustable Handbrake | 540 | Rep Level 8 |
| Fully Adjustable Handbrake | 1,135 | Rep Level 18 |

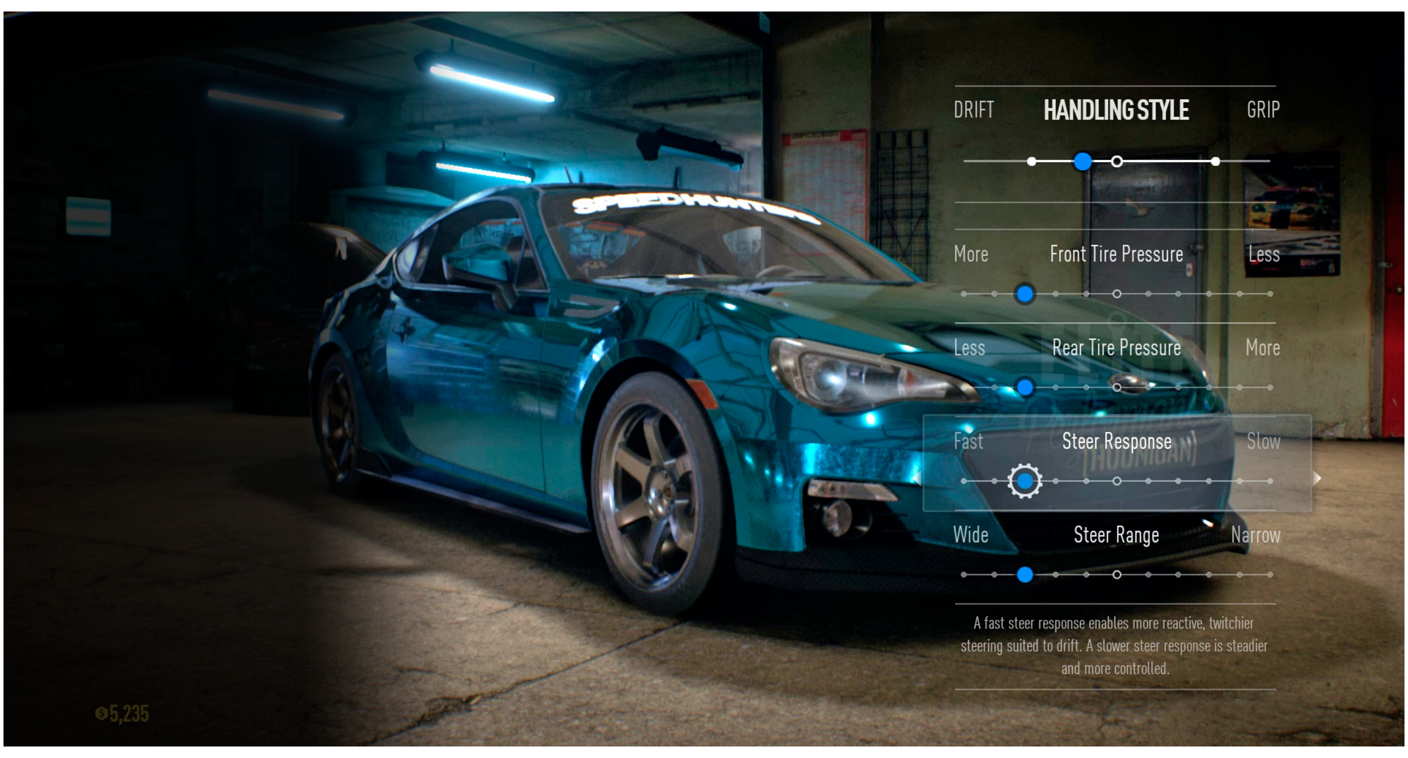
Often called an emergency or parking brake, the handbrake is a manual braking system that affects only the rear wheels. When applied, it can reduce the traction on the rear wheels. In a turn, it can cause the rear wheels to slide. This is desirable for drifting.

## SWAY BARS

| TYPE | COST | UNLOCKED AT |
|---|---|---|
| Stock | - | Start |
| Semi Adjustable Sway Bars | 530 | Rep Level 7 |
| Adjustable Sway Bars | 1,140 | Rep Level 28 |
| Fully Adjustable Sway Bars | 1,570 | Rep Level 47 |

Sway bars can be used to tune the amount of body roll the vehicle produces.

# Handling Tuning



A fast steer response enables more reactive, twitchier steering suited to drift. A slower steer response is steadier and more controlled.

Once you've upgraded your car with new parts, it's time to fine tune its handling. For beginners, you can adjust the handling style and it automatically adjusts all of the various options for you. Just move the slider either toward Drift or Grip. As you do this, you can see other tuning option adjust, as well. Once you get the hang of this, you can fine tune each option to get the exact feel you want while driving.

### TIP

**As you're going from one type of event to another, it's a good idea to stop by the garage and do some tuning. This is especially true if going from a drift event to a race or vice versa.**

Let's take a look at each of the options that you can fine tune individually.

## FRONT AND REAR TIRE PRESSURES

You can adjust both front and rear pressures separately. Changing tire pressure is one way to adjust the grip relationships between front and rear. A looser back end makes initiating a drift easier. For drifting, you want more pressure in the front tires and less in the rear. However, for grip, you would set it just the opposite: less pressure in the front and more in the rear to prevent sliding.

## STEER RESPONSE

Steer response can be set from faster to slower. A fast steer response enables more reactive, twitchier steering suited to drift. A slower steer response is steadier and more controlled.

## STEER RANGE

Steer range can be tuned from a narrow to wide range. A wider range makes it easier to maintain a deep drift. On the other hand, a narrow steer range produces less lateral slip, making it less likely to drift and instead hold on to the road.

## BRAKING DRIFT ASSIST

You can set braking drift assist to either On or Off. When on, this increases the possibility to initiate a braking drift. Turning this off decreases the possibility to initiate a braking drift.

## DRIFT STABILITY ASSIST

This option is not affected by the global changes made by Handling Style. Drifting stability assist makes maintaining and controlling drifts easier. Turning this off disables stability controls when drifting. Proceed with caution! This is only for experienced drifters.

## LAUNCH CONTROL

Launch control enables stability controls when taking off. It reduces fish tailing and wheel spin. Turn this on for races and off for drifting.

## DIFFERENTIAL

You can lock your differential or open it up. A locked differential means the left and right wheels consistently spin at the same rate. This results in more wheel spin and, therefore, encourages drifting. This can be adjusted more or less, depending on how you've upgraded your differential. Locking it is better for drifting, while opening it up helps prevent sliding while racing.

## Downforce

Here you can set the amount of downforce when you equip a spoiler on your car. More downforce enhances the traction of your car at high speeds, encouraging stability when cornering. If you need grip, increase the downforce of your spoiler. On the other hand, decrease the downforce for drifting.

## Brake Strength

If you have purchased brakes with some measure of adjustability and installed them on your car, you can set their strength. Strong brakes lock the wheels earlier, producing slip that can encourage drifting. Lessen the strength of your brakes when you want grip as this reduces the slipping of your wheels during a turn.

## BRAKE BIAS

Adjusting the brake bias increases the weight transference when braking. Moving this toward the front can destabilize the car more easily, transitioning to a drift. On the other hand, adjust the bias more toward the rear for grip.

## TIRE TRACTION

Tire traction depends on the type of tires you put on your vehicle in the Performance Customization. If you use drift tires, you can go from neutral to less traction, while equipping grip tires lets you adjust from neutral to more grip. The higher level of tire, the more you can adjust the traction.

## HANDBRAKE STRENGTH

A strong handbrake makes it easier to turn 180 degrees, such as putting your car into a spin. A weaker handbrake can be used from drift initiation with less loss of speed and potentially a method for chaining drifts.

## SPRING STIFFNESS

Spring stiffness can be used to tune the squat and dive behavior of the vehicle. If you have an adjustable suspension, you can set your springs from stiff to soft. Soft is better for racing when you need drip, while stiff is best for drifting.

## SWAY BARS

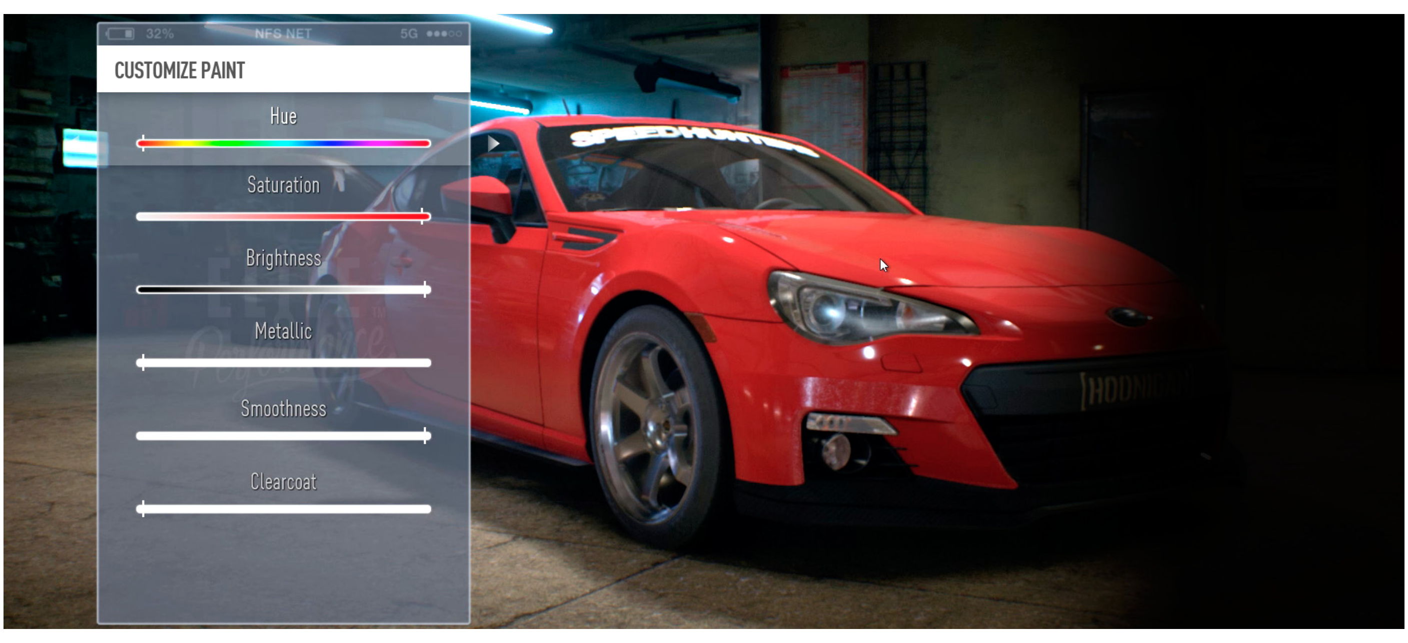
Sway bars can be used to tune the amount of body roll the vehicle produces. If you have sway bars that can be adjusted, you can tune them for soft or stiff. Soft is better for grip while stiff is preferred for drifting.

## NITROUS

Once you equip your car with a nitrous oxide system, you can adjust it for more power or more duration. Tuning it toward power makes the nitrous more powerful, but its duration is decreased. Increasing duration makes the nitrous less powerful, but it lasts longer. This setting really depends on your style of driving. Usually for races with longer straightaways, go for duration. However, if you have short distance between turns, you may want to go with power so you can get a bigger boost in a shorter amount of time.

In the Garage

# Paint & Wrap



Paint & Wrap lets you customize the skin of your car. There are three main options here. If you've already saved a Paint & Wrap scheme, you can apply it from a list of saved choices. You can also edit your Paint & Wrap in two different areas. While paint is fairly obvious, wrap is the decals you place around the body of your car. The collection of decals you choose is your wrap. Once saved, you can then quickly apply it rather than having to reapply each decal again individually.

## Painting Your Car

There are six different characteristics you can adjust to customize your paint.

**Hue:** This is basically the color of your car. Move the slider along the rainbow of colors on the bar to select one you like.

**Saturation:** Lets you adjust how full you want the color. As you lower it, you move more toward white. For example, if you have red at high saturation, moving the slider to the left and lowering saturation will change the color to a pink.

**Brightness:** This is where you can determine how dark or light the color of the paint is.

**Metallic:** Make your finish look more or less metallic. The more metallic, the darker the color usually looks.

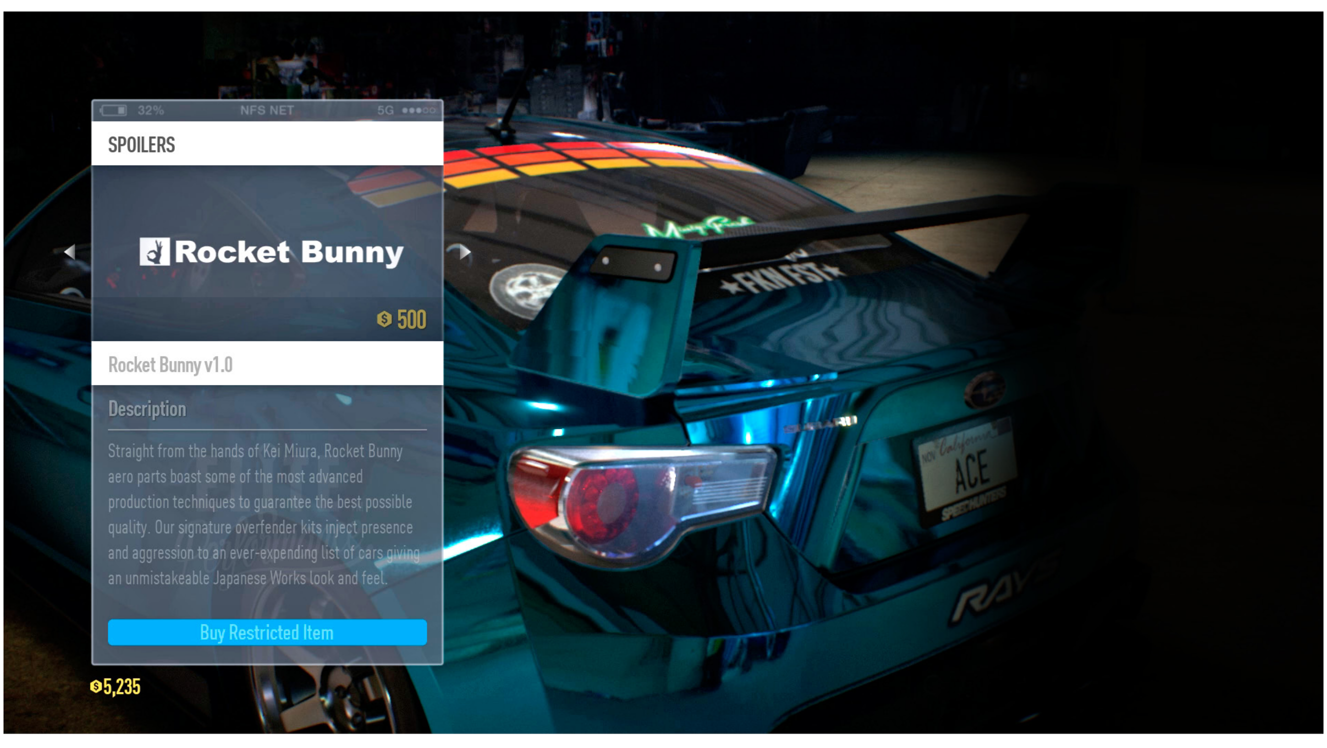
**Smoothness:** This adjusts the reflection of the paint. More smoothness provides a glossy finish, while less smoothness is more of a matte finish.

**Clearcoat:**This final option allows you to choose how shiny your paint job is.

## Creating A Wrap

You create a wrap by placing decals on various surfaces of your vehicle. There are 12 categories of decals with several options in each:

- Shapes
- Complex Shapes
- Characters
- Logos
- Colorable Logos
- Logotype
- Colorable Logotype
- Teams
- Brands
- Patterns
- Flags
- Font The process of creating a wrap is quite easy. Select individual decals and place them in various regions around your car. Once you're done with the paint and your wrap, save your configuration so you can quickly apply it in the future.Visual Customization

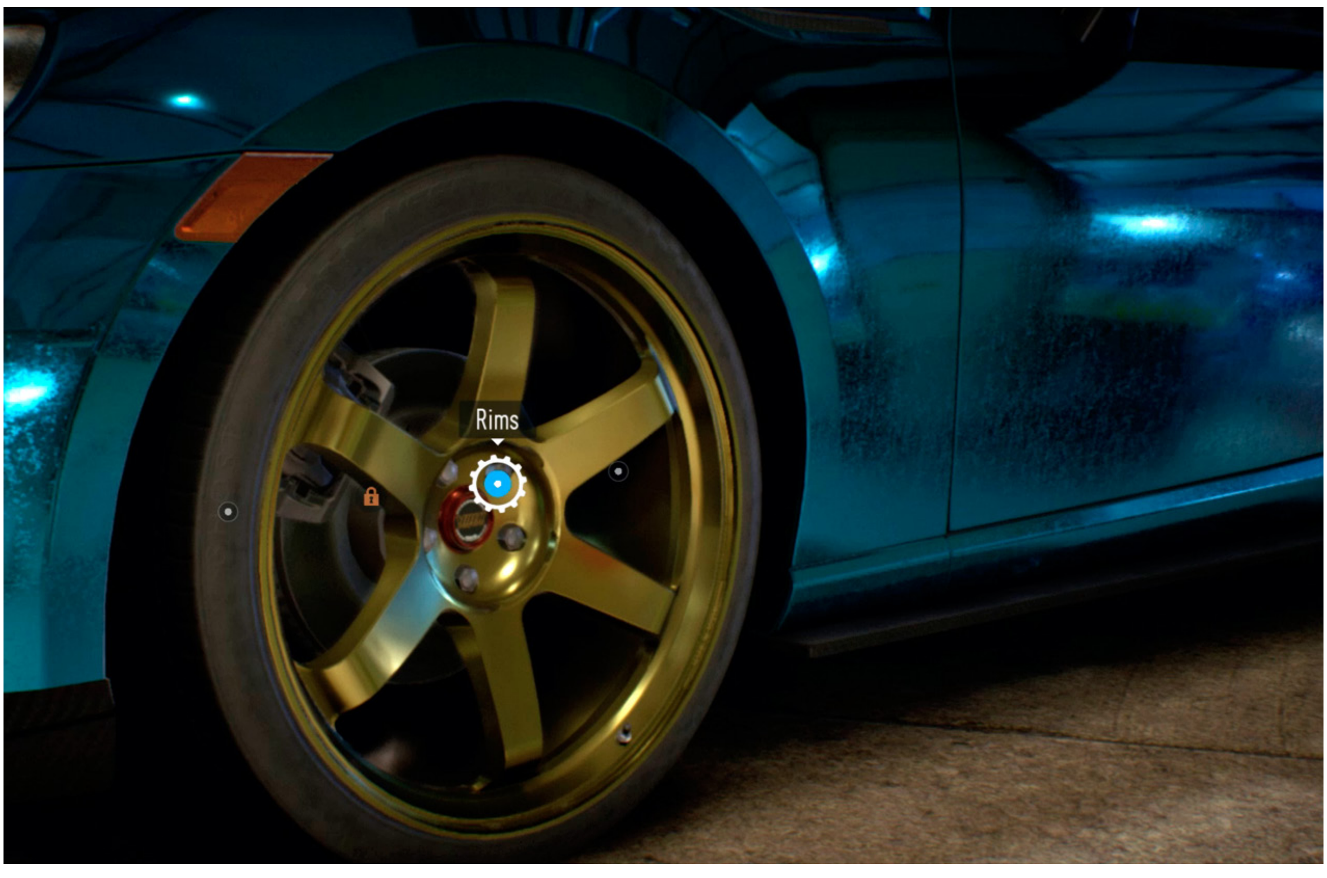


Rocket Bunny v1.0

Description

Straight from the hands of Kei Miura, Rocket Bunny aero parts boast some of the most advanced production techniques to guarantee the best possible quality. Our signature overfender kits inject presence and aggression to an ever-expending list of cars giving an unmistakeable Japanese Works look and feel.

While Paint & Wrap is just the skin of your car, Visual Customization involves changing parts on the exterior of your car. Not all of the areas can be modified at the start. You must unlock some by increasing your Rep or completing events issued by Amy.Most of the Visual Customization options are only cosmetic. However, some, such as adding a spoiler, can affect the performance of your car. One of the things you can adjust in the Visual Customization screen is the stance of your car. The selector is location under the front bumper. Click on it to open a menu that allows you to adjust the following:



- Ride Height—Height (low to high)
- Ride Height—Rake (front to rear)
- Track Width—Front (wide to narrow)
- Track Width—Rear (wide to narrow)
- Camber—Front (negative to neutral)
- Camber—Rear (negative to neutral)

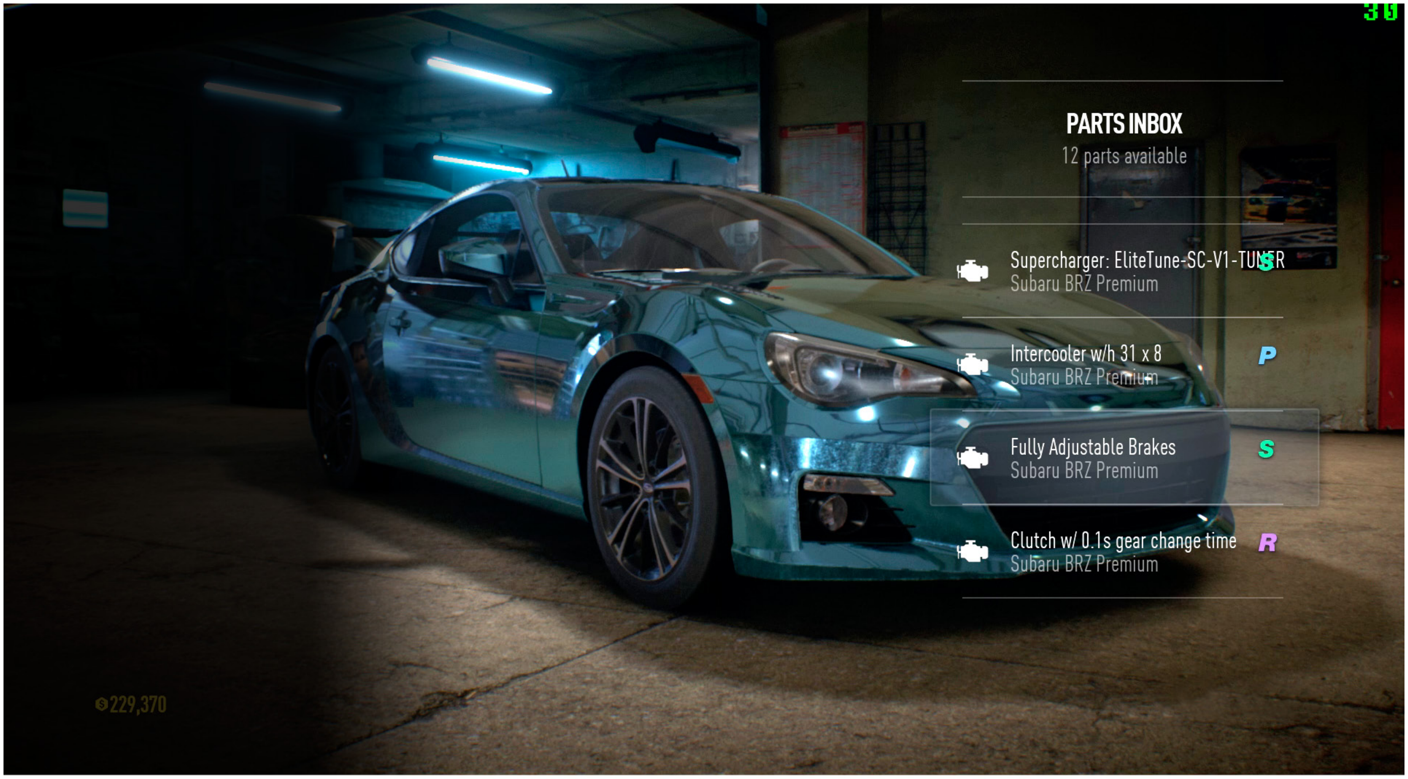
You can also make customizations to your wheels, including changing your rims, editing the primary and secondary paint of your rims, and changing the size of your rims. You can even change the brand and looks for your tires. This is entirely cosmetic. To change the type of tires, you need to purchase and install tires in the performance customization.

## TIP

**Be sure to customize your license plate. While the default is GHOST, you can change it to whatever you want—as long as it's no more than seven characters. This personalizes your car and is what other players see when you leave them in the dust.**

### In the Garage

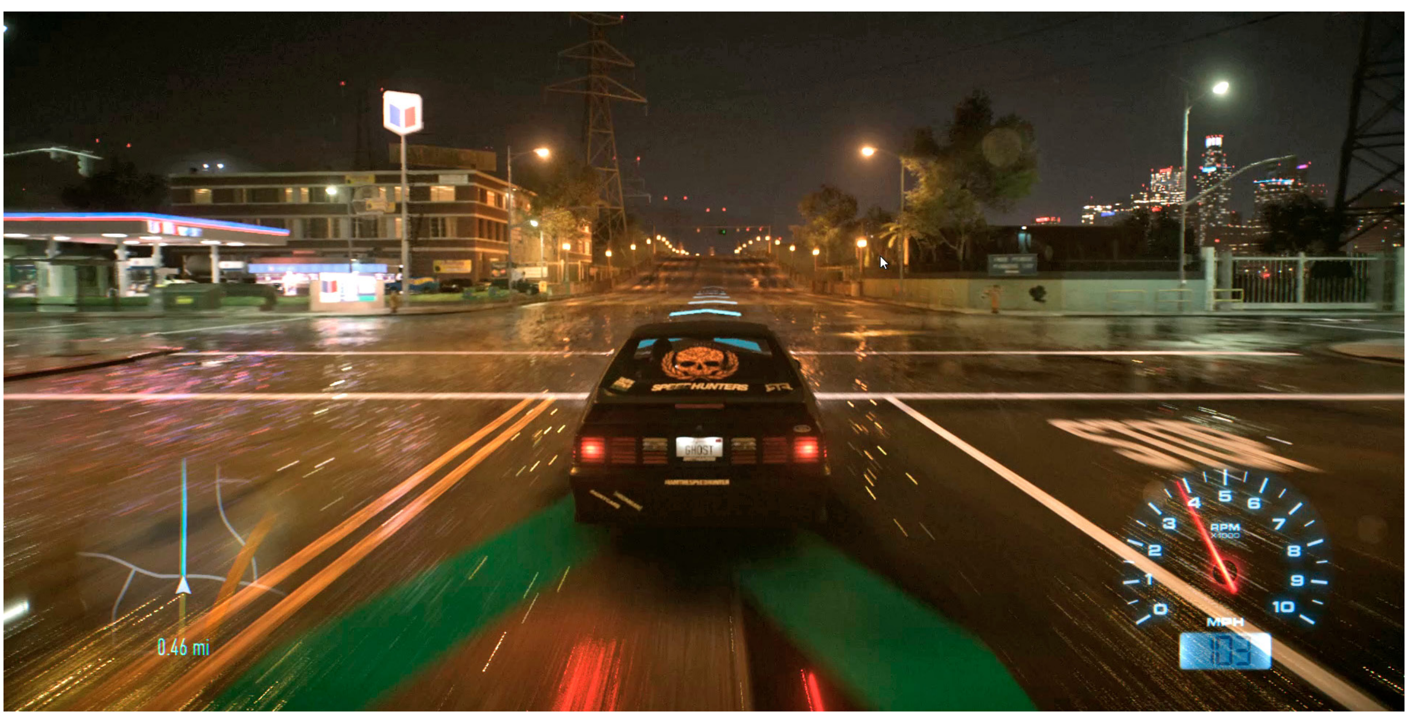
# Parts Inbox


PARTS INBOX
12 parts available
Supercharger: EliteTune-SC-V1-TUNER
Subaru BRZ Premium
S
Intercooler w/h 31 x 8
Subaru BRZ Premium
P
Fully Adjustable Brakes
Subaru BRZ Premium
S
Clutch w/ 0.1s gear change time
Subaru BRZ Premium
R
229,370

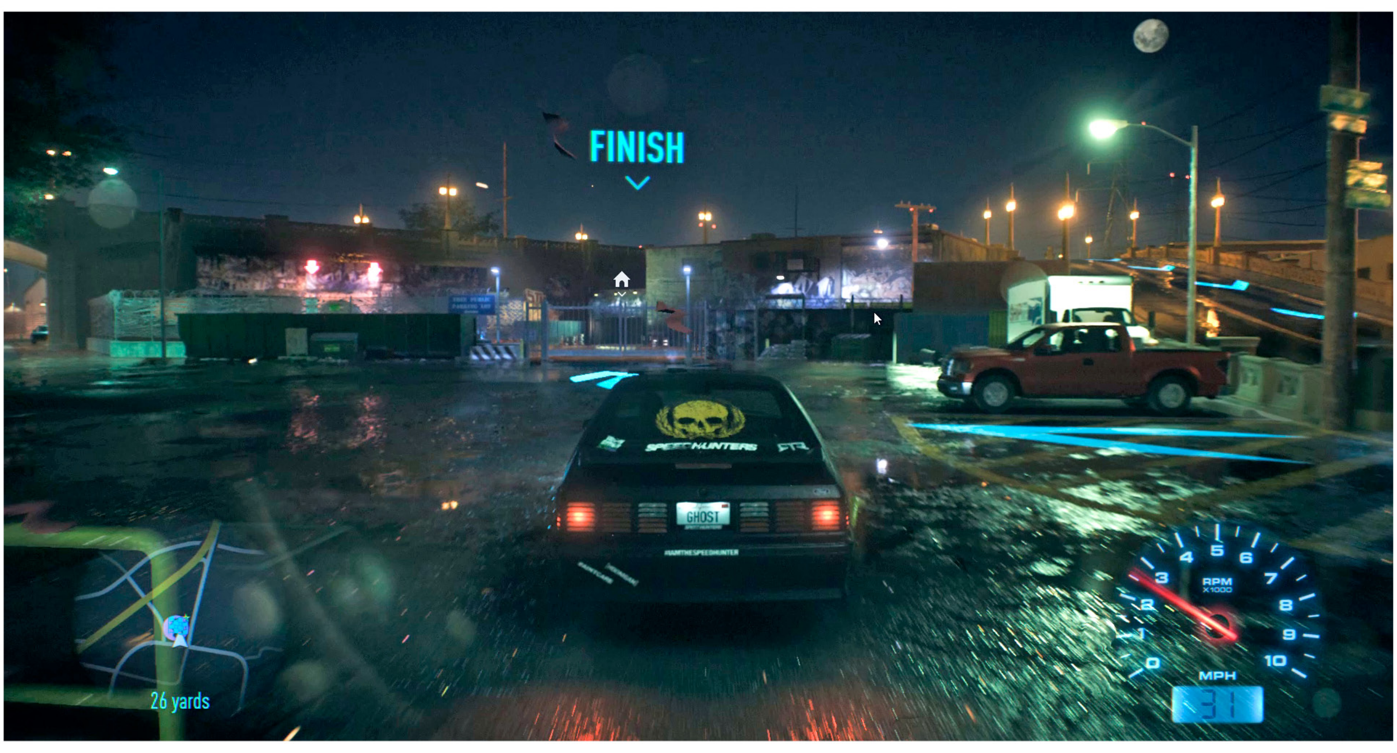
There’s nothing in your Parts Inbox at the start of the game. However, you can win new parts as you complete daily challenges and other things. You can also “find” parts as you drive around Ventura Bay (see our Collectibles chapter for details). They are found on parked trucks. No matter how you acquire them, these parts appear in your Parts Inbox. Select this option, and then you can either accept them or sell them for cash. The choice is yours. The price you get is what you would pay to purchase them yourself.

## Meet Spike

At the start of the game, you're doing some serious driving around Ventura Bay and manage to get away from the cops. However, your efforts have not gone unnoticed. As you pull over, a guy named Spike introduces himself to you and invites you to a club where a lot of local drivers will be hanging out. Since you are new to the city, it might be a good idea to check it out.

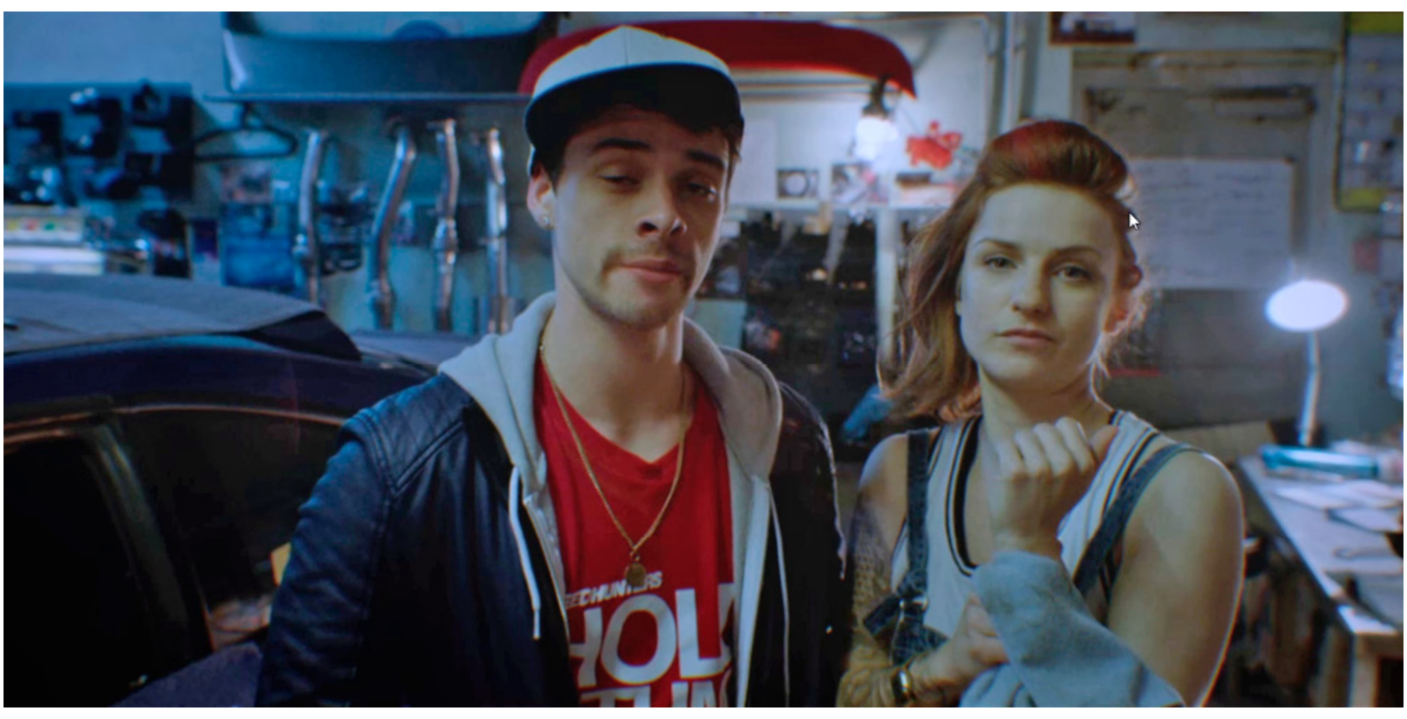


You start out with a Mustang, but Spike says his friend Travis has several cars he's looking to unload—and you could use an upgrade. So what are you waiting for? Spike has sent you directions to the club over your phone. Take a look at the mini-map down in the lower-left corner of the screen. The blue line indicates the route. Plus a line of chevrons appears overlaid on the road, providing heads up directions to follow.



This is not a race and you're not being timed. But this is your first time behind the wheel, so use it to get familiar with the controls and how to drive. Think of this ride to the club as a tutorial on the basics of driving.

You meet some of Spike's friends at the club. He then takes you into the garage where you're introduced to Travis, who has three cars for sale. Pick any of the three, pay the man, and get the keys to your new ride.



If you're itchin' to give your new wheels a spin, you're in luck. Spike and Amy are ready to take you to meet some more people. Of course, you're going to race there!

### TIP

**Spike is your mentor for Speed. He invites you to a number of events that focus on going as fast as you can. These of course include sprints, time trials, time attacks, and circuit races.**

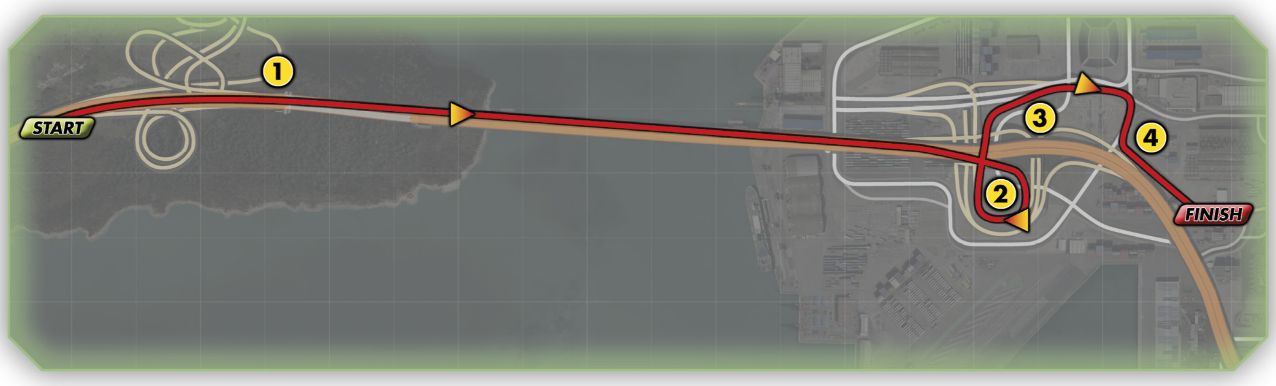
NEED FOR SPEED

Speed

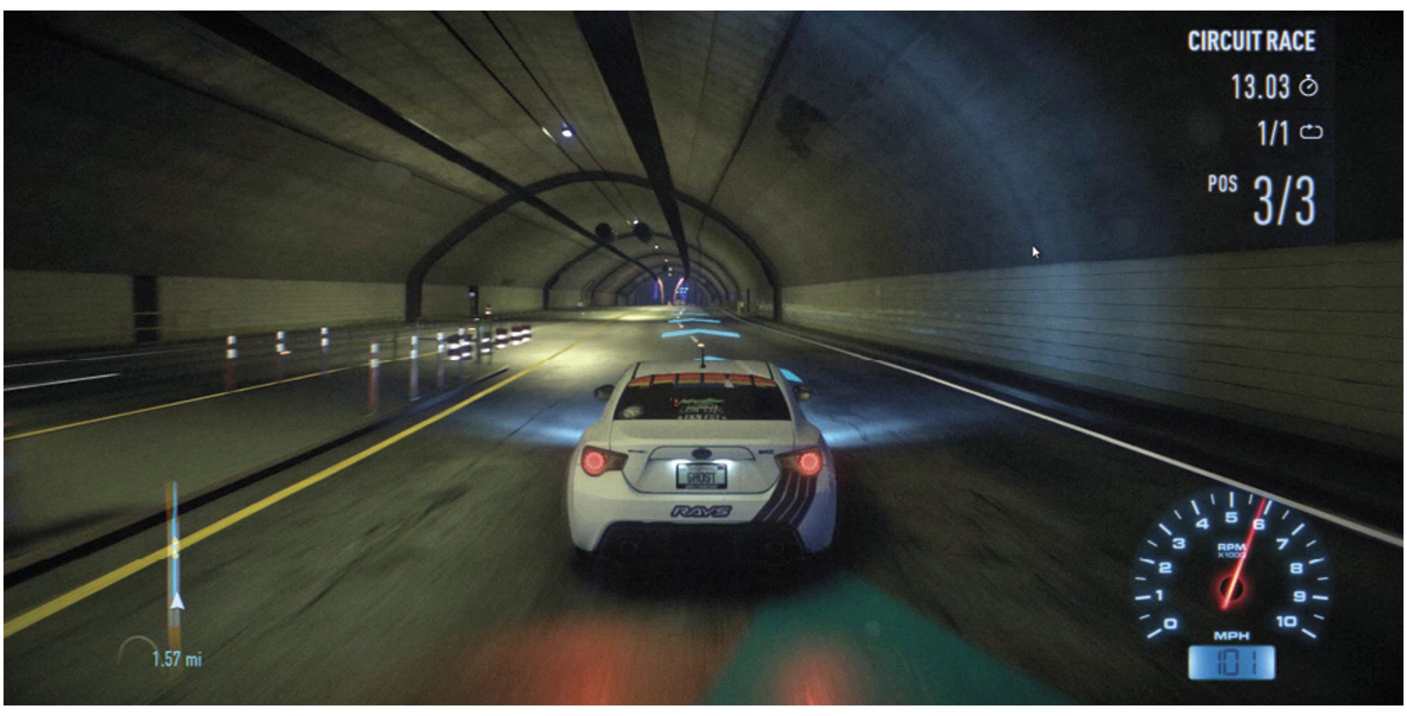
# House Calls

Spike and Amy want you to meet one of their friends. Manu's bunker where he hangs out is in South Port. However, you start off this race already part way there. So it's a quick race that gives you a chance to size up the abilities of your friends, as well as your new ride.

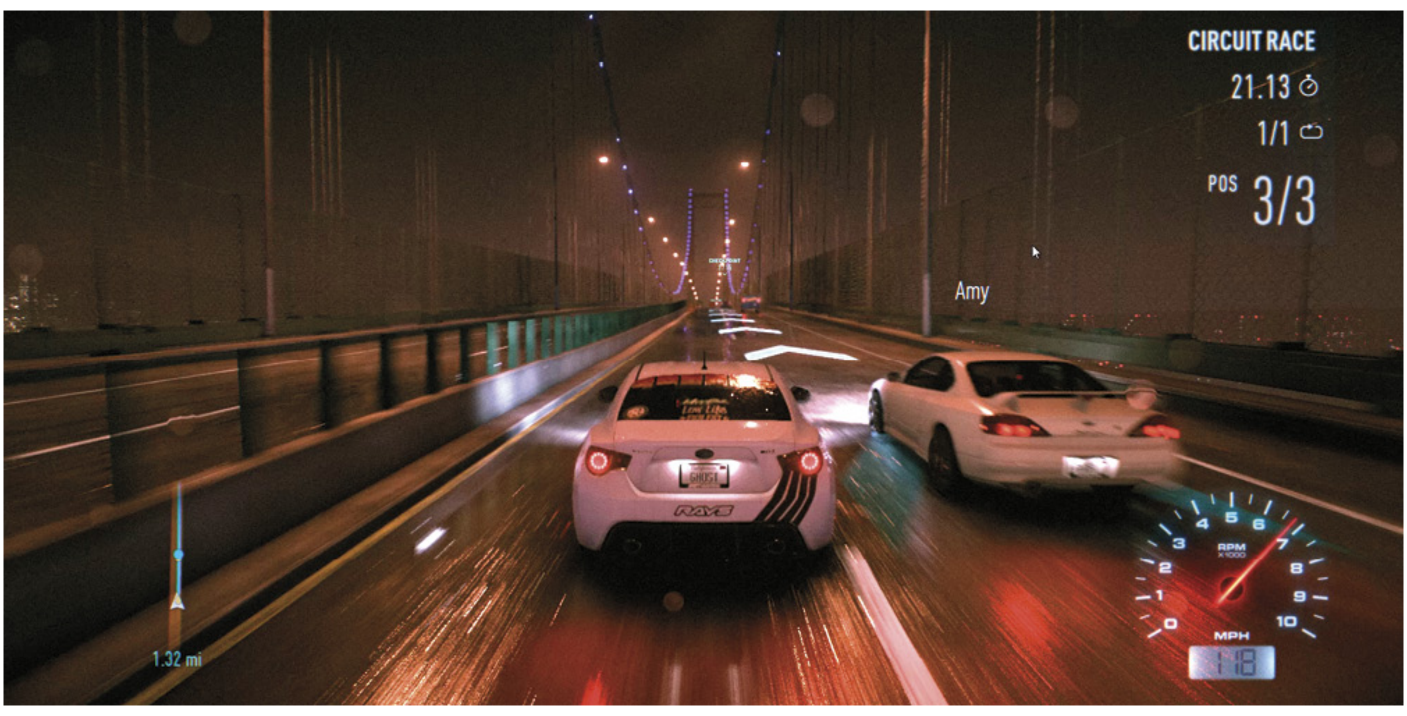
**OBJECTIVE:** Race against Spike and Amy.



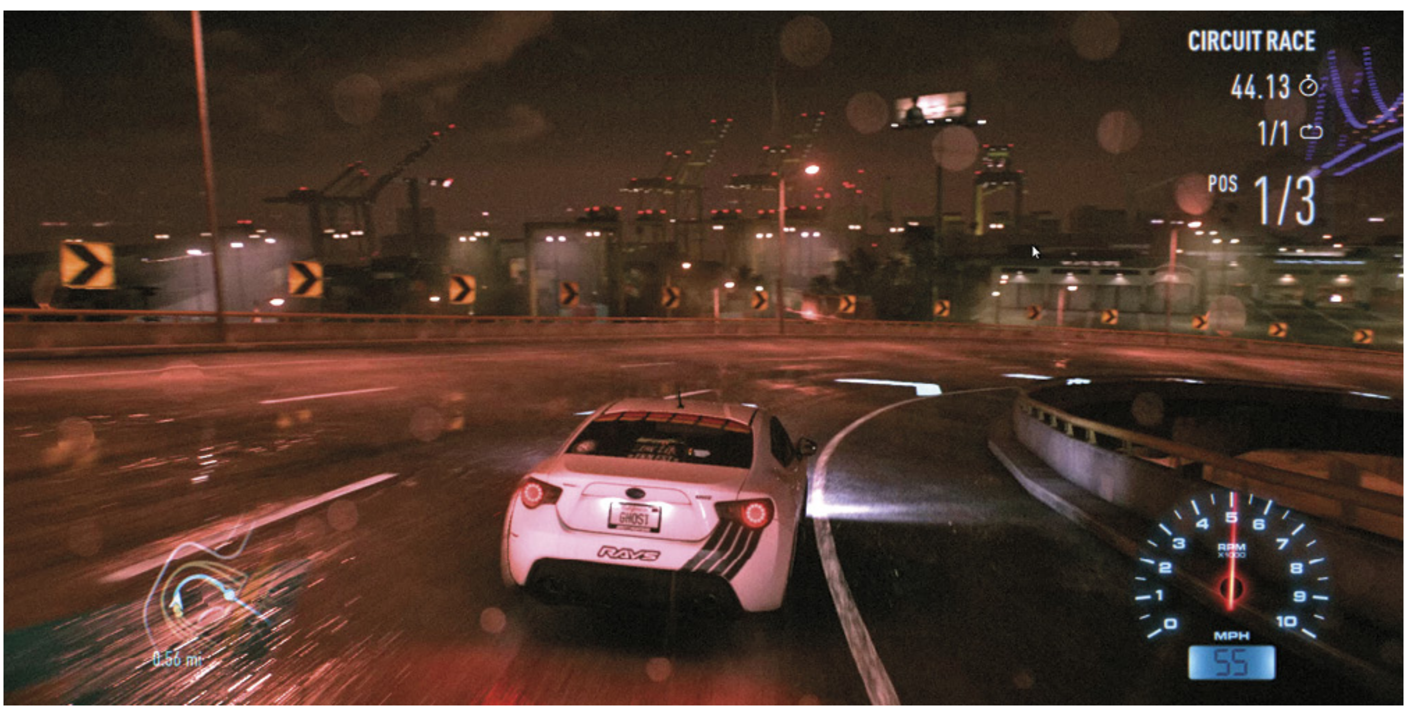
① This race starts you out already on the freeway. You enter a tunnel right at the beginning and then continue across a bridge as you drive to South Port. This stretch of freeway is straight; no turns or curves, so give it all you've got. Since you have not had an opportunity to start customizing and upgrading your car, you are driving it stock. Do your best during this phase to catch up to Amy and Spike and try to get the lead. Their cars are represented by yellow icons on the mini-map.



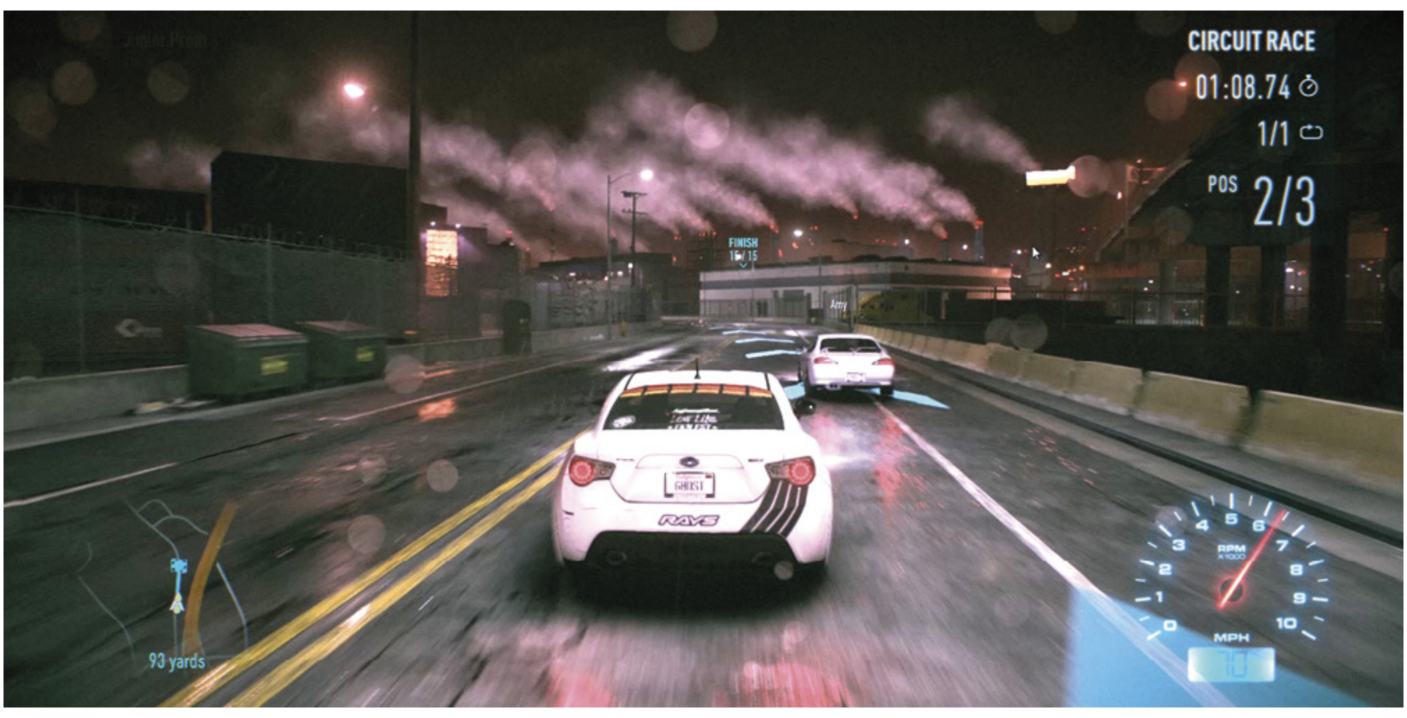
② You can get out in front if you keep the pedal floored. However, keep an eye on the mini-map since you'll be taking the first off-ramp after you get across the bridge. This is where it's easy to lose control and let your friends pass you by. Since you're probably going over 100 miles per hour along the freeway, you need to slow down a bit before taking the turn on the off-ramp. Try powersliding here by using the handbrake and keeping your foot (or finger) on the throttle. As your rear tires begin to slide, turn toward the outside of the turn to prevent your car from going into a spin. Then give it full throttle as you exit the turn.



③ You have a stretch of straight road and then a turn to the right. It's not too tight, so you should be able to take it without slowing down much, if at all. Then hit the gas and race around a wide turn to the right. Try to stay on the right side of the road as much as possible.



④ Watch your mini-map to see the sharp turn to the left. If you start out on the right, it gives you more time and more space for this turn. You must slow down a bit, but don't lose too much speed. This is where Amy and Spike try to catch up to you. Floor it after the turn and get to the finish line first.

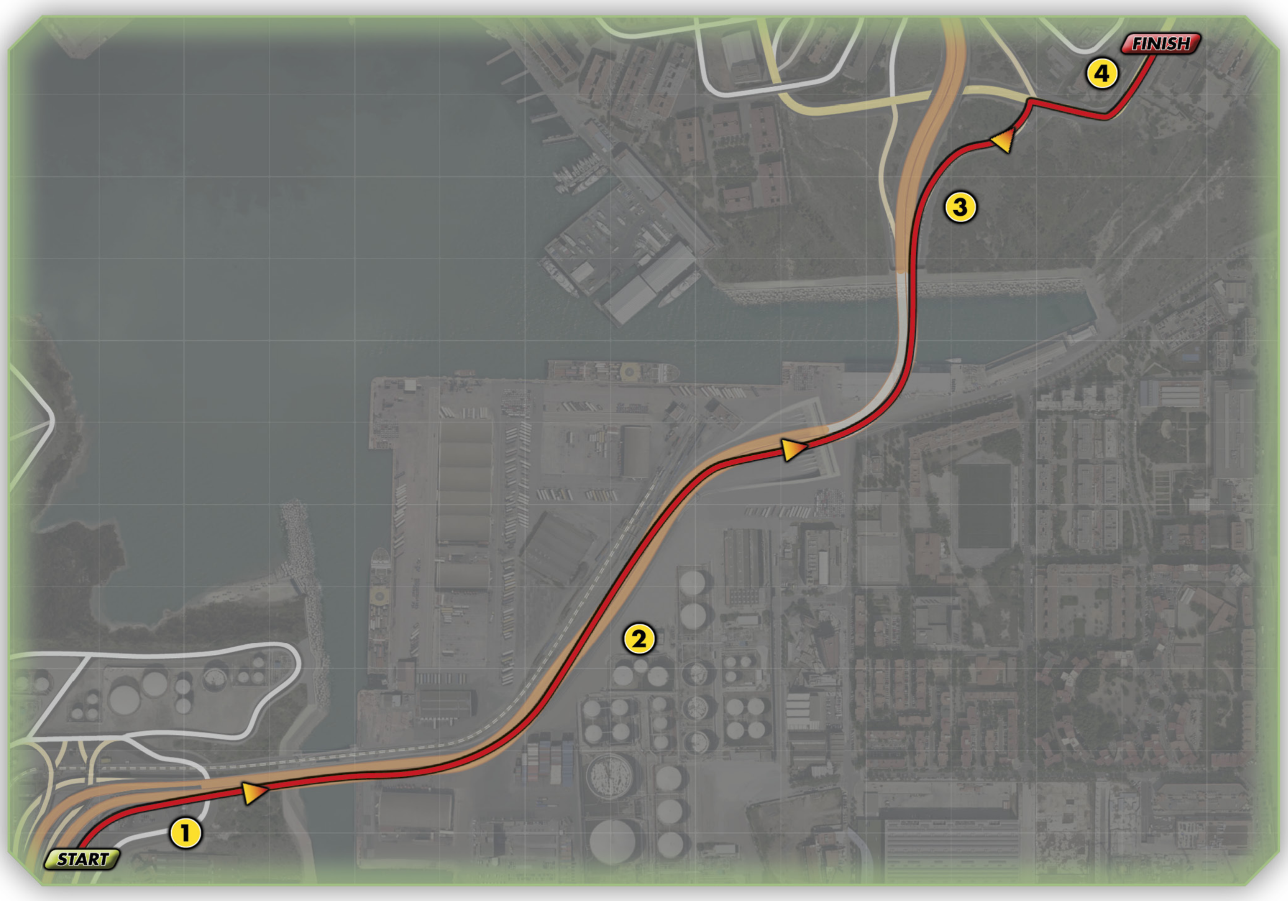


Speed

# Diner Dash

After meeting Manu, your group of new friends decides to go get a bite to eat. The diner they like is across town in Royal Park. Of course, everything is a race to this group. Last one to the diner buys for everyone!

**OBJECTIVE: Get to the diner first as you drive against four other cars.**



① The race begins with you taking the on-ramp to the freeway. So, right from the start you must accelerate through a turn. Try to get ahead of as many of your opponents as you can during this first leg of the race.

CIRCUIT RACE
02.24
1/1
POS 1/5
Robyn
1.45 mi
81

② Once you're on the freeway, put the pedal to the metal. The turns along most of the freeway are pretty mild and there's no need to slow down. However, since you're driving a lot faster than the rest of the traffic—this is a public freeway, not your own personal raceway—you have to dodge in and out.

Hitting another car slows you down and, if you hit it fast enough, could lead to a crash. As you approach the end of the freeway section of the race, there's a turn to the left while you're in a tunnel. Be ready to slow down if needed, but try to maintain your speed as much as possible.

CIRCUIT RACE
21.23
1/1
POS 2/5
Robyn
0.91 mi
104

③ Right after you exit the tunnel, get ready to take the off-ramp from the freeway. This ramp does not have a sharp turn, so you can still take it without slowing down. If your friends try to pass you here, cut them off and nudge them to the side so you can stay ahead.

④ The off-ramp takes you onto a main road that takes a tight turn to the left. Luckily, the road is wide so it gives you some room to turn. Try to stay in the middle of the road as you enter and exit this turn and then push it all the way to the finish, which is a short distance from the turn.

CIRCUIT RACE
51.83
1/1
POS 2/5
0.10 mi
35

## TIP

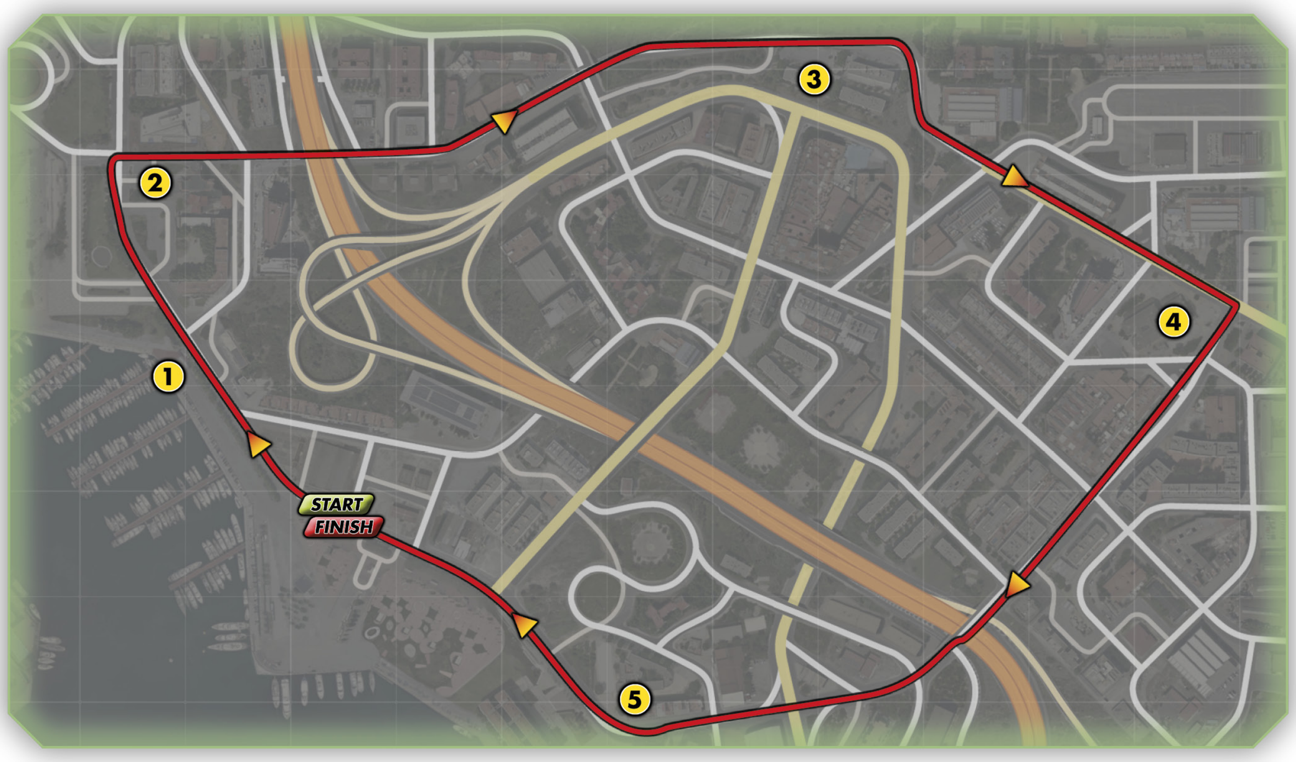
**After the diner, head back to the garage. The route is already selected for you to follow. Amy is waiting there to show you around. Use the money you begin with to upgrade your car. Check out the Garage section of this guide for advice on getting the best bang for your bucks.**

Speed

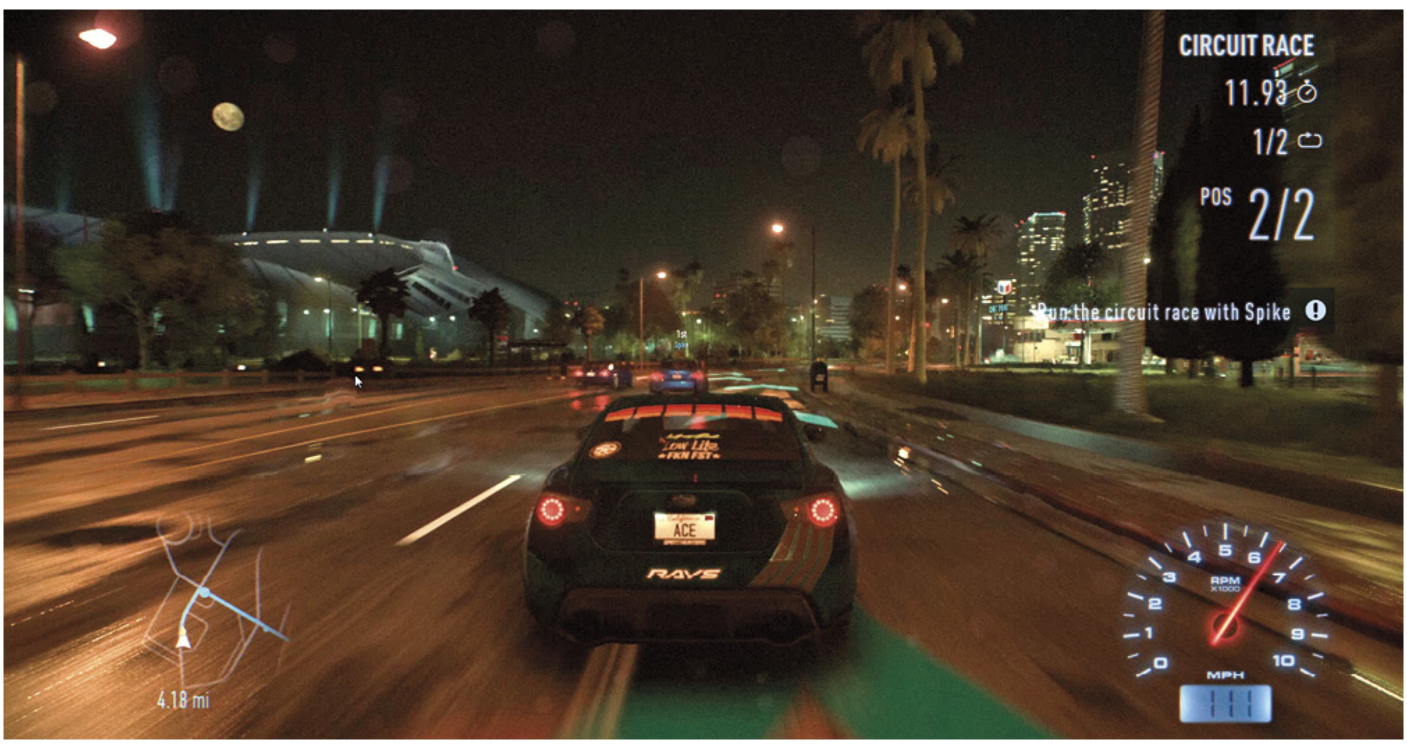
# Horses For Courses

After taking some time to upgrade your car, Spike has a circuit race for you. Drive down to Royal Park and get ready to race around through the city. This time, it's just you and Spike. Second place is for the loser—so don't lose!v

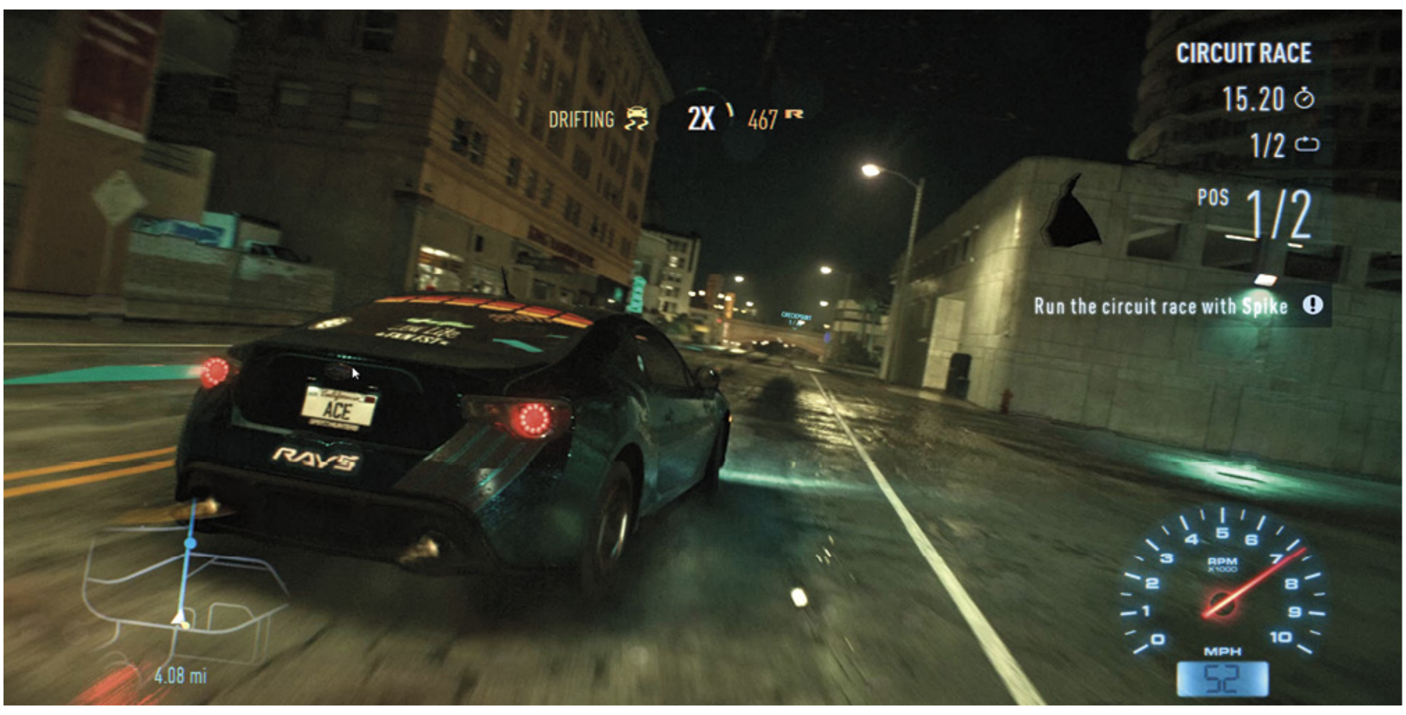
**OBJECTIVE:** Race to the finish over multiple laps. First across the finish line wins.


③
②
④
①
START
FINISH
⑤

① The start of this race is a straight section. Use it to get up to speed and try to catch up to Spike. He's fast at the start, but not quite as good at the turns.

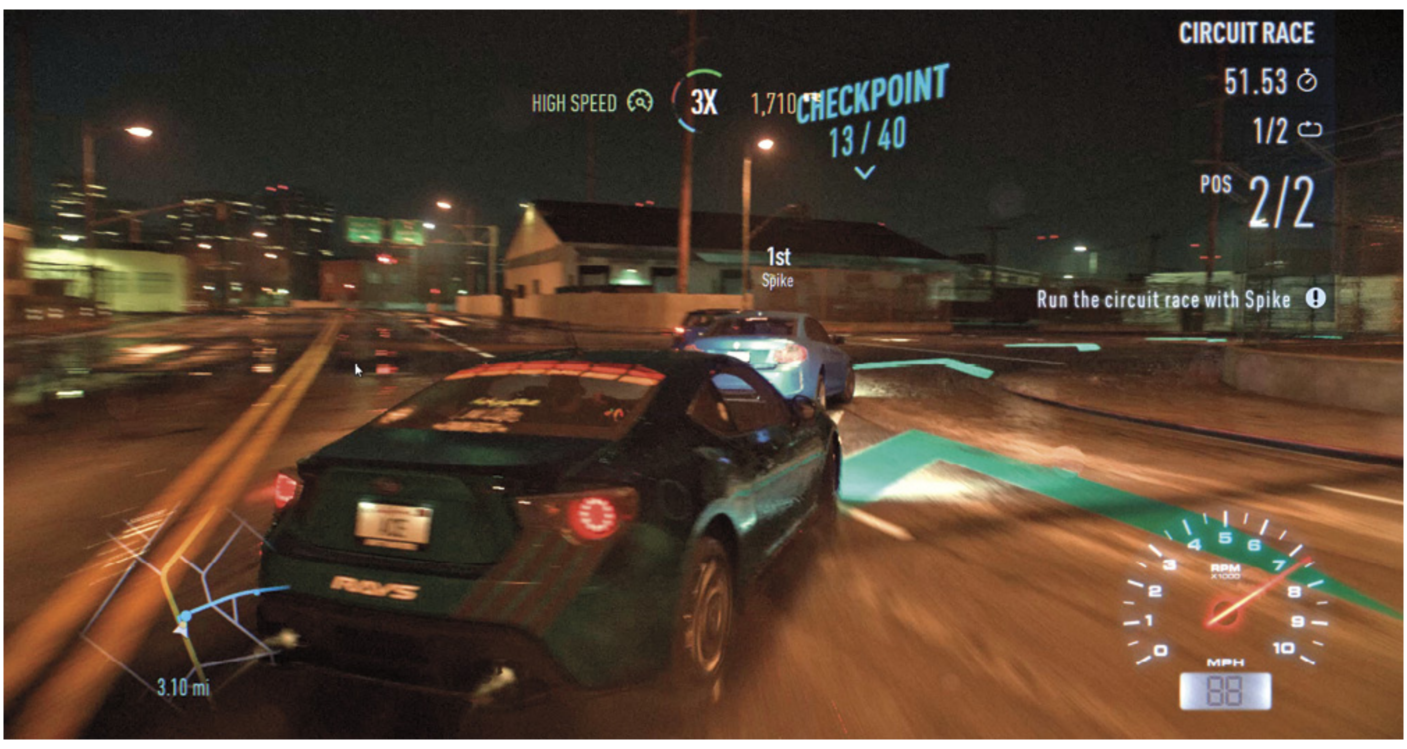

CIRCUIT RACE
11.93
1/2
POS 2/2
Run the circuit race with Spike
4.18 mi

② Your first turn is 90 degrees to the right. It's immediately after the gas station, so get ready to turn when you see the station. If you have not passed Spike yet, this is your chance. Right after the turn, there's a long straightaway. Maintain your speed and watch for other traffic.


DRIFTING
2X
467
CIRCUIT RACE
15.20
1/2
POS 1/2
Run the circuit race with Spike
4.08 mi
52

③ You hit another tight turn to the right. It's immediately followed by a left turn. Slow down as you enter the first turn, then begin accelerating into and through the second one. This lets you hit the next straight stretch with some speed.

④ This is another 90-degree right turn. Cut in close to the inside of the turn and powerslide through it, holding your speed. It's another straightaway through the city where you must stay in front of Spike.


HIGH SPEED
3X
1,710
CHECKPOINT
13 / 40
1st
Spike
CIRCUIT RACE
51.53
1/2
POS 2/2
Run the circuit race with Spike
3.10 mi
88

⑤ This last turn is wide and goes to the right. Tap your brakes as you enter it to ensure you have weight on your front wheels and can make the turn. If you start it on the inside of the turn, there's room to go wide on the outside. As you race through the longest stretch, maintain your speed and go around the course for a second time. Spike is fast, so you have to run this race fairly clean to beat him. However, the roads are wide and forgiving, so you should not have any crashes or spinouts.

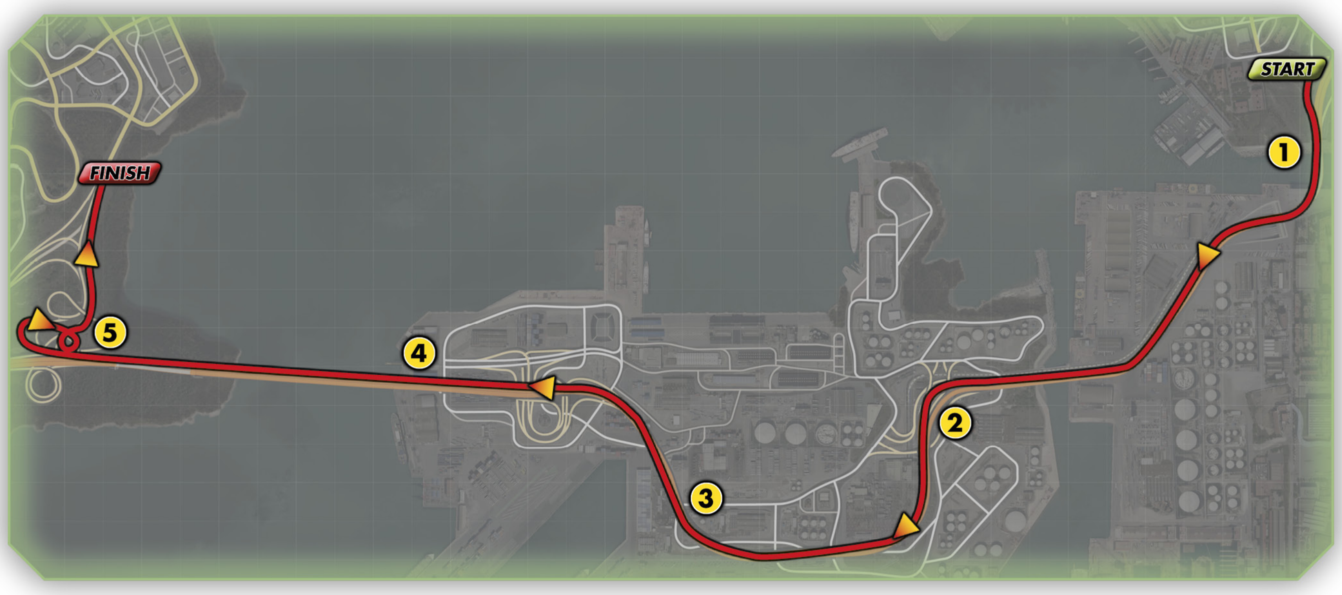
NEED FOR SPEED

Speed

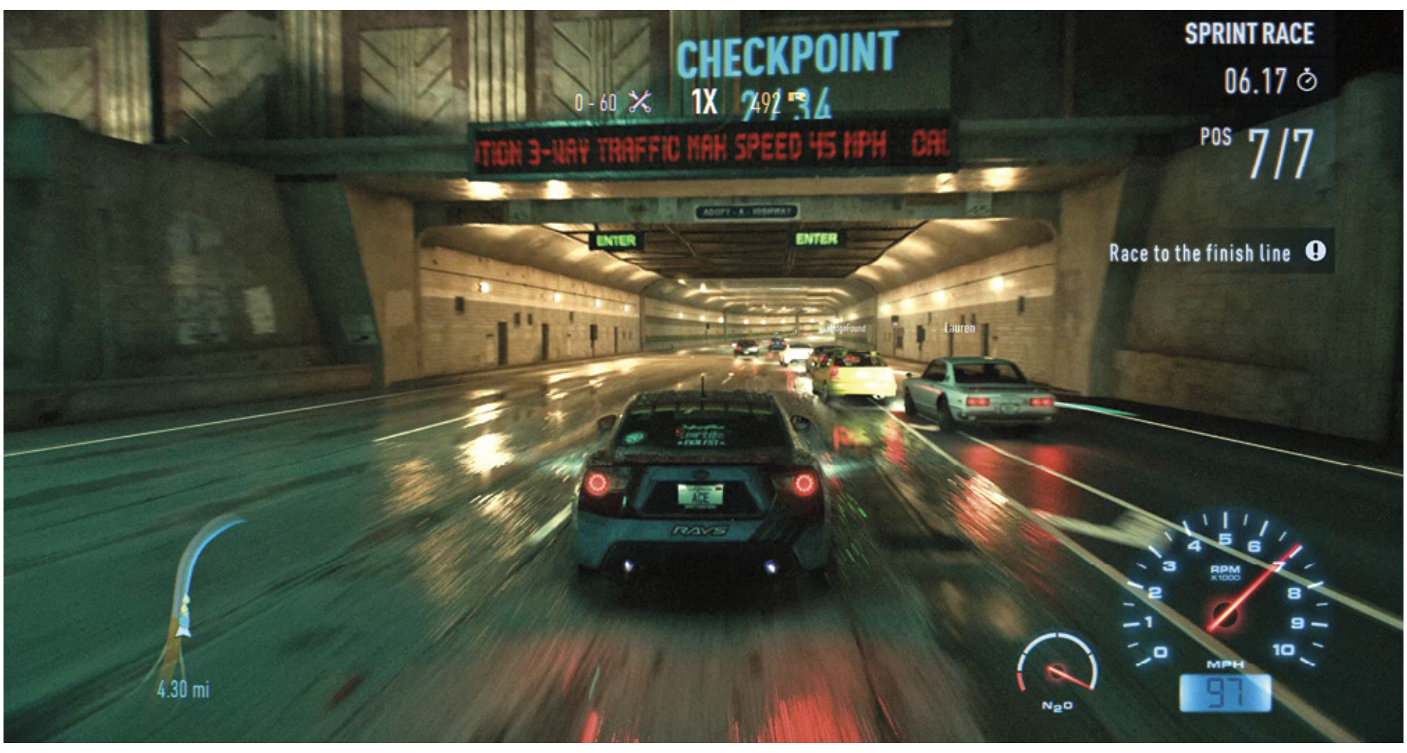
# Talk the Torque

Spike has set up a sprint race from Royal Park through South Port and all the way to Franklin Terrace. Almost all of this is high speed freeway driving. In a sprint race, you are just getting from one point to another before anyone else.

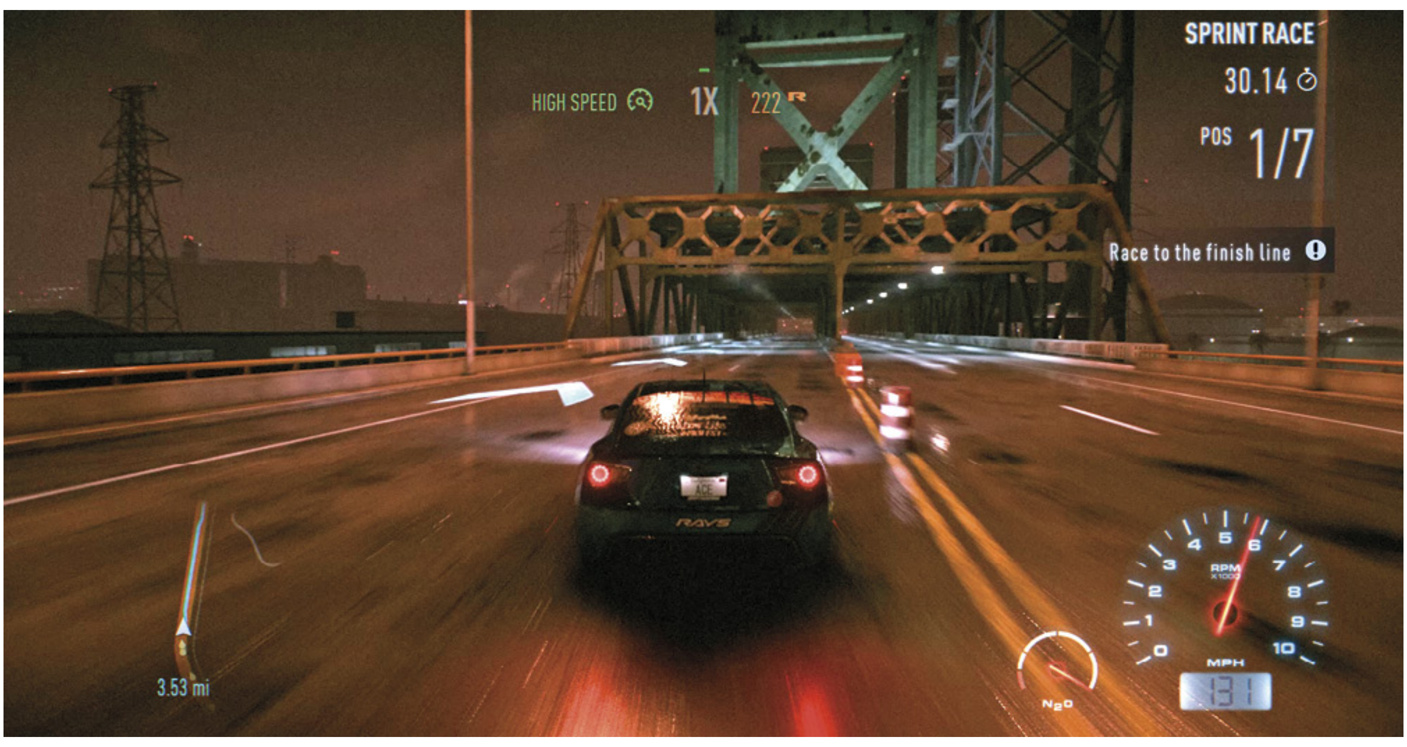
**OBJECTIVE:** Race to the finish line in a point to point sprint race. First one across the finish line wins.


START
FINISH
①
②
③
④
⑤

① This race begins with you entering the freeway, so hit the gas right at the start. You enter the tunnel with a turn to the right. However, the road is wide and traffic is divided, so you really just need to watch out for the other six racers and avoid hitting them when you pass.

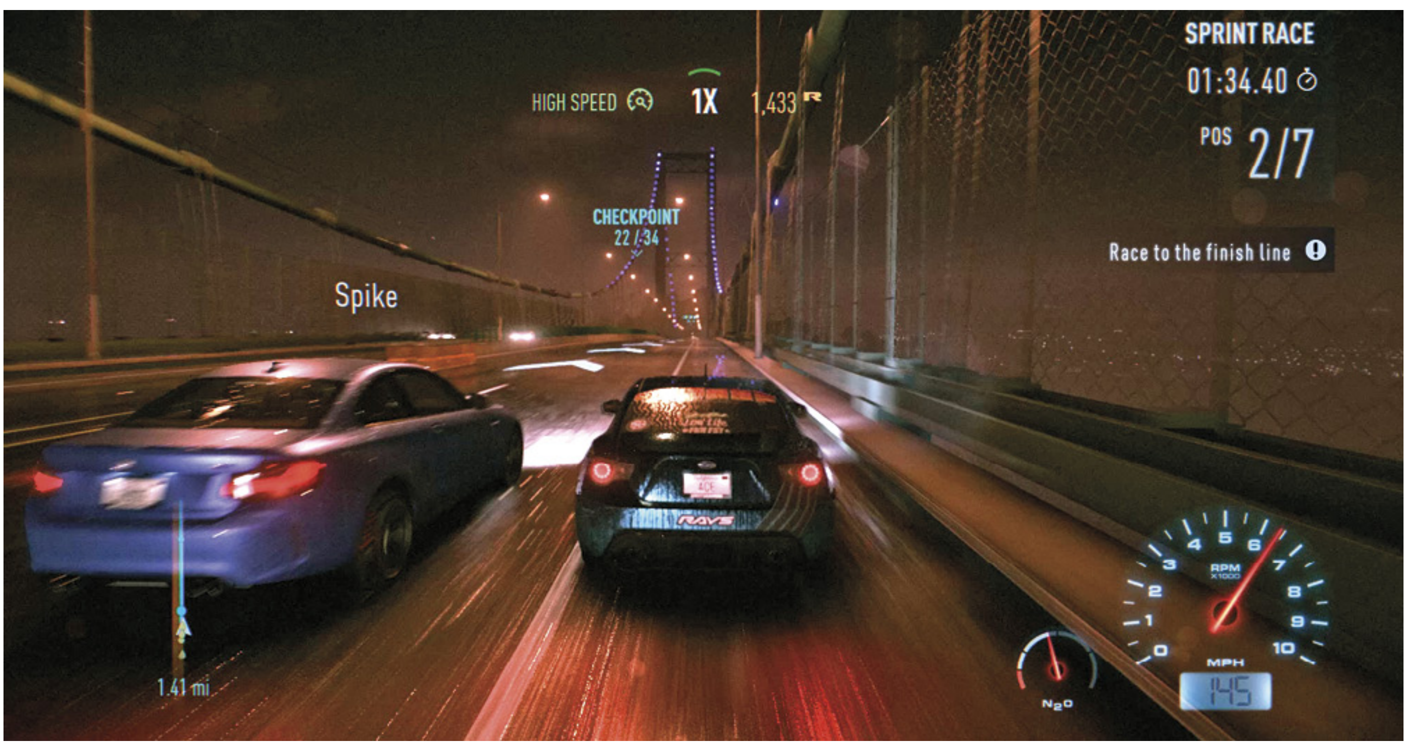

CHECKPOINT
0 - 60
1X
292
SPRINT RACE
06.17
POS 7/7
Race to the finish line
4.30 mi
97

② As the freeway takes you into South Port, get ready for a turn to the left. It's shortly after crossing the bridge, following a long straightaway. As you enter the turn, watch for traffic entering the freeway from an on-ramp. Stay to the left on the inside of the turn as much as you can. The next turn to the right is wider and easier to navigate, so don't even think about slowing down.


HIGH SPEED
1X
222
SPRINT RACE
30.14
POS 1/7
Race to the finish line
3.53 mi
131

③ There are two more turns before you leave South Port. First to the right and then to the left, these turns are wide and don't require any slowing. However, the other drivers like to try to pass here, so avoid collisions that will cost you some speed.

④ Right after that last turn in South Port, go all out. You have a straight run across the bridge into Franklin Terrace. This is where those horses under the hood come in handy. Since you can probably hit 150 mph or faster here, be careful of traffic. Even though it's going the same direction as you, you're passing these cars at 80 mph or faster, so it's like they're standing still. Be especially careful in spots where there might be two vehicles together—thread your way between or around them.


HIGH SPEED
1X
1,433
CHECKPOINT
22 / 34
Spike
SPRINT RACE
01:34.40
POS 2/7
Race to the finish line
1.41 mi
145

⑤ Once you cross the bridge, hopefully in the lead, you go through a tunnel. After exiting it, get ready to take the off-ramp to the right. It has two narrow 180-degree turns to the right, followed by a wider turn to the left. Slow down before entering the first two turns or you'll slam into the guard rail. Accelerate out of each and that last turn can be taken at speed. Then it's just a sprint to the finish line. How well you manage this off-ramp can make or break the race.

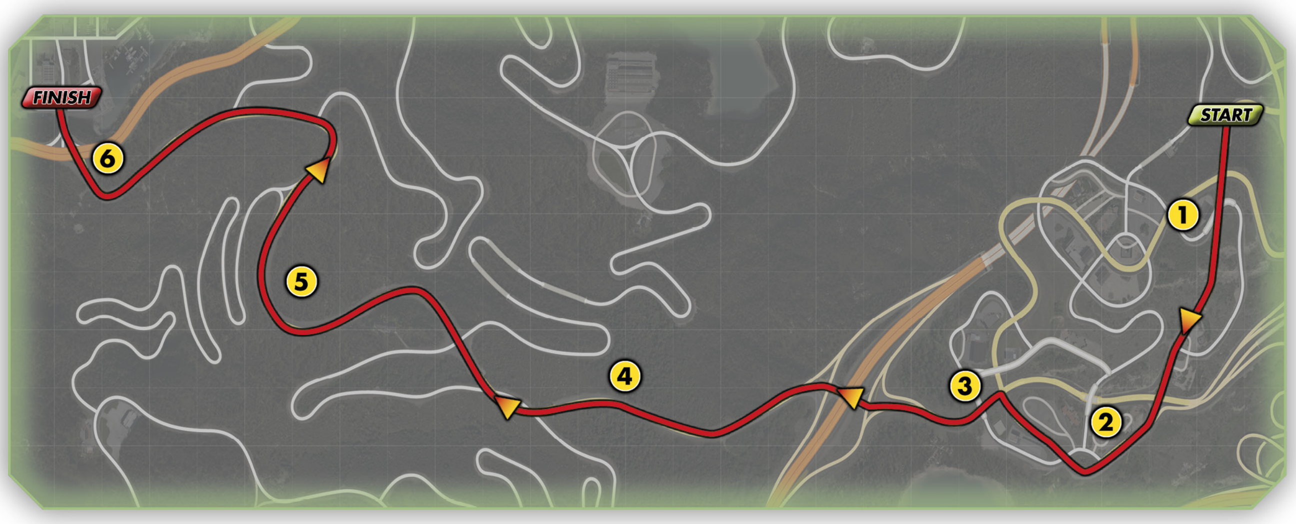
NEED FOR SPEED

Speed

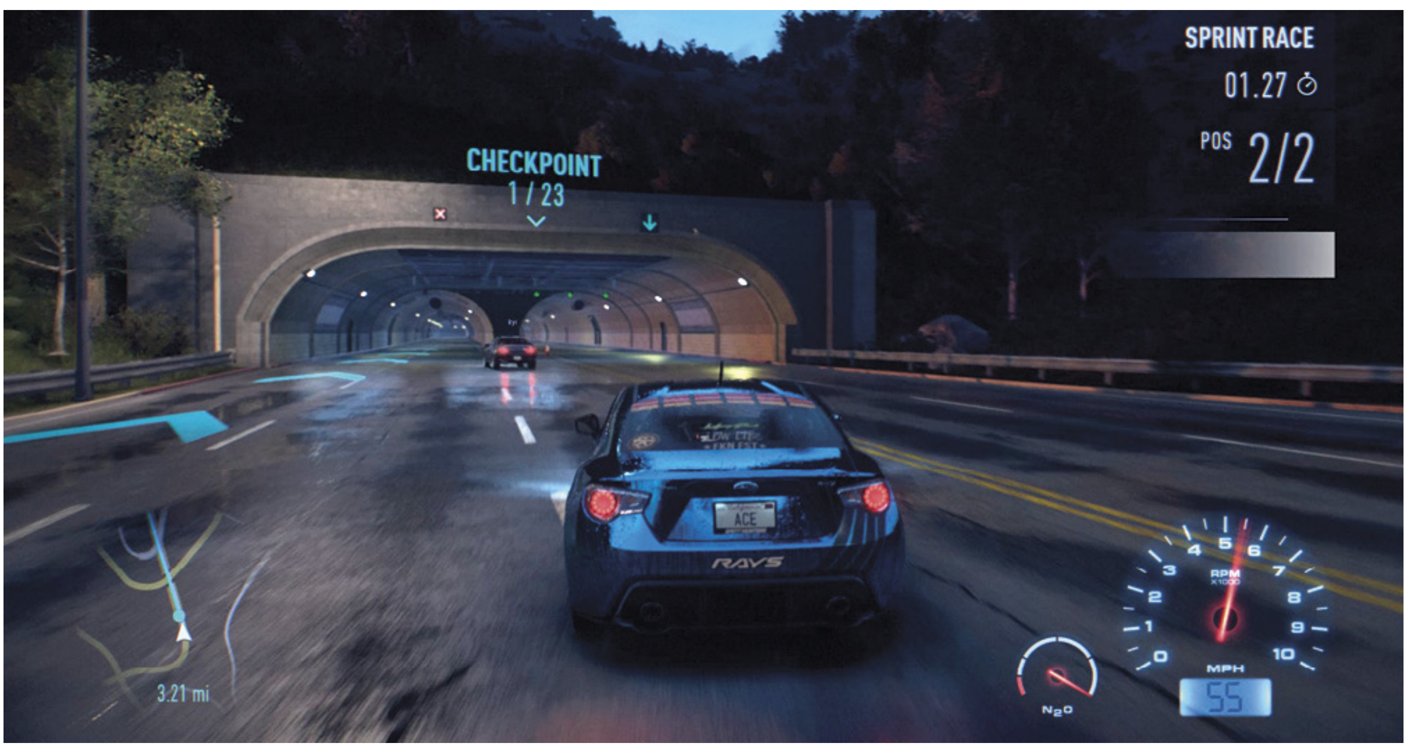
## Turbo Ducking

You're starting to earn some Rep in Ventura Bay. A racer by the name of Bryn wants a shot at you. While you can race on the freeway, how can you handle a sprint through hilly turns on narrower roads? This time, you're racing from Franklin Terrace to El Ray—just you and Bryn—so keep him in your rear-view mirror.

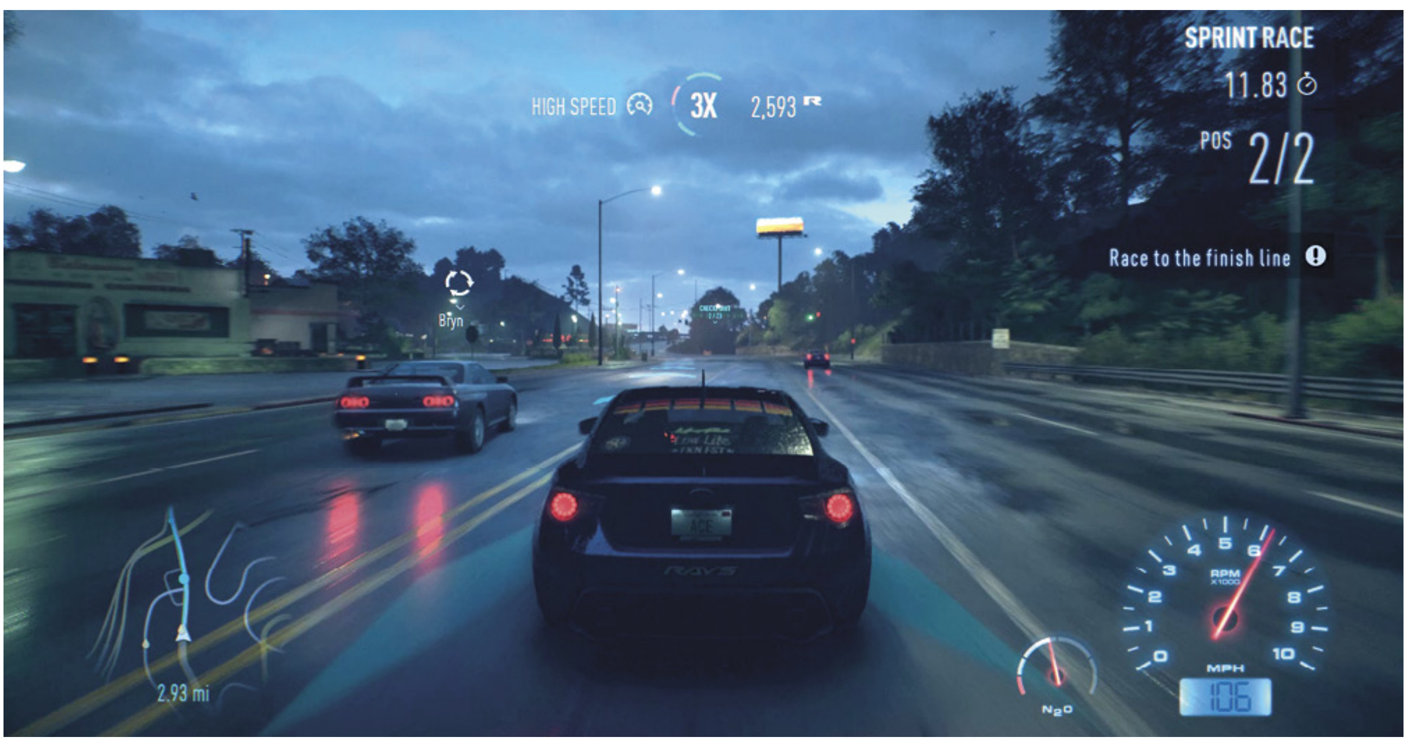
**OBJECTIVE:** Race to the finish line in a point to point sprint race. First one there wins.



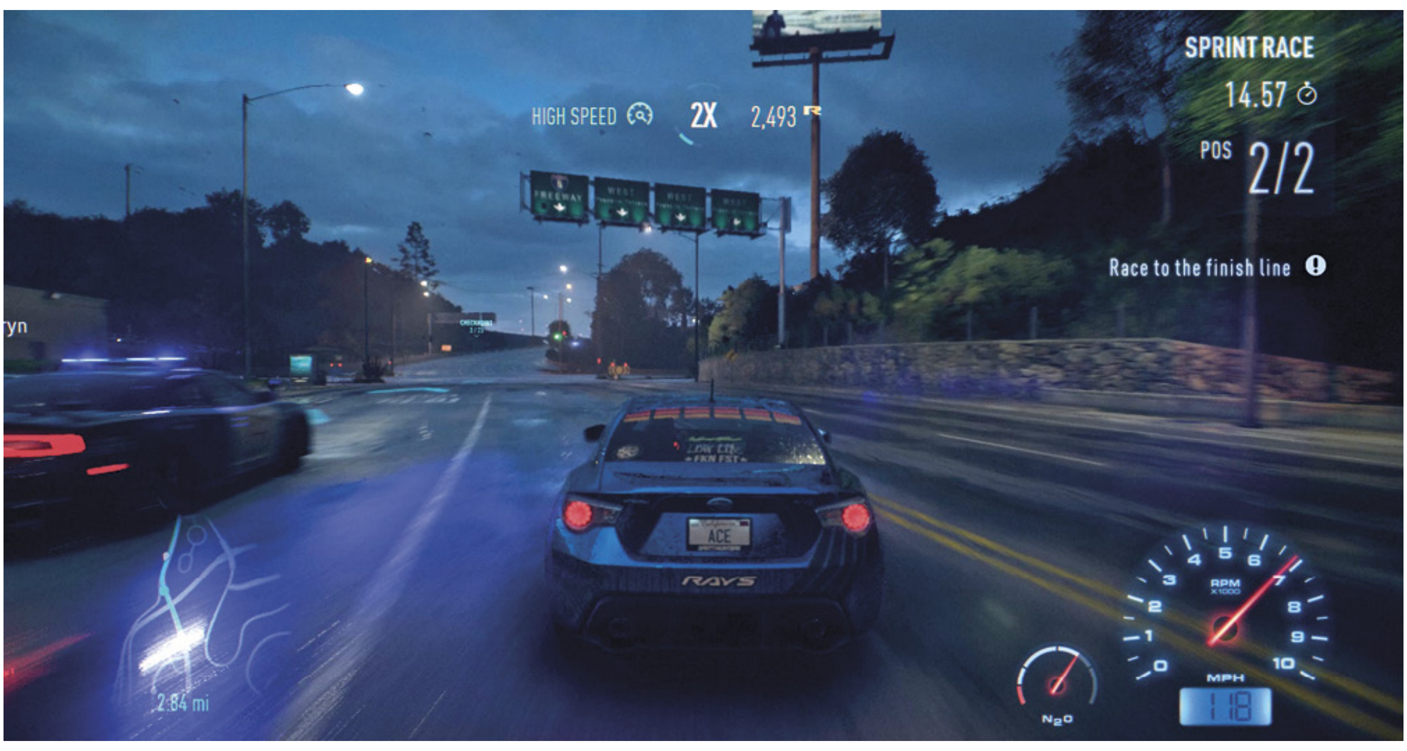
① The first part of this race has you entering a split tunnel on the left side, so you're going against oncoming traffic. However, part way through, you move to the right side of the tunnel. Overall, this section is fairly straight with some shallow turns. Keep your speed up and mainly watch for traffic. This includes cop cars that might try to pull out in front of you.



② Your first real turn comes here. While it is wide, you approach it at full speed. It's easy to try to take it without slowing down. However, if you don't, you'll run into a wall or not make the turn. Even letting up on the accelerator shifts the weight of the car a bit to your front wheels and allows you to make the turn.



③ The next turn is 90 degrees to the left, so slow down here. The road onto which you are turning is split and you want to go on the right side, so don't take it too tight on the exit. Instead, make it a bit wider to avoid the center divider.



④ As you start climbing up into the hills, the road straightens out for a while. This is where horses matter. Get up to your top speed and hold it. There are a couple of long, wide turns that you can take at speed. If you feel like you're losing control, just let up on the accelerator and then hit it as you exit. Use the full width of the road on these turns to maintain your velocity.

⑤ Next, you hit another couple of turns. The first to the right is wide, but slow down a bit and try to stay on the inside on the right. The next turn is to the left and a bit tighter. By slowing down on the first turn, you're in a better position to enter the second one. Enter it on the outside, then turn to the inside. If you're going too fast, you may need to powerslide to maintain control. The key is to try to take these turns as fast as possible without losing control. Then hit the gas as you exit to get your speed back up.

⑥ The final turn is 90 degrees to the right. Enter it on the inside on the right and powerslide around—keeping the throttle floored so you can race out of the turn and get to the finish line before Bryn. This last turn can make or break you and mean the difference between first and second.

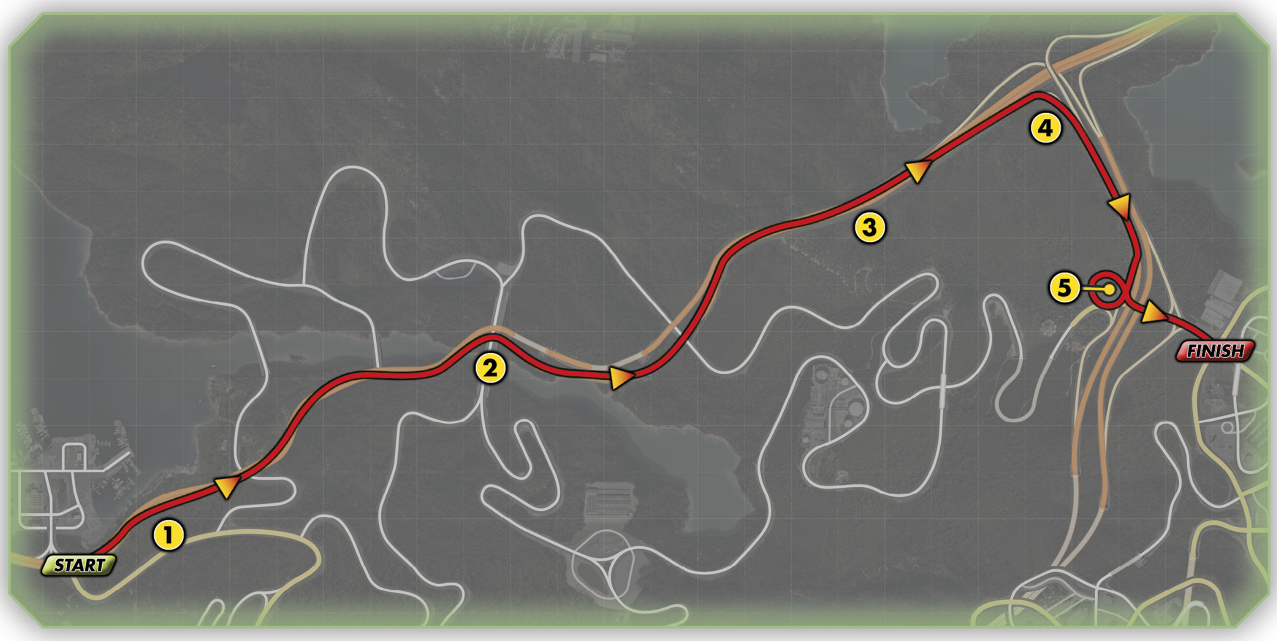
NEED FOR SPEED

### Speed

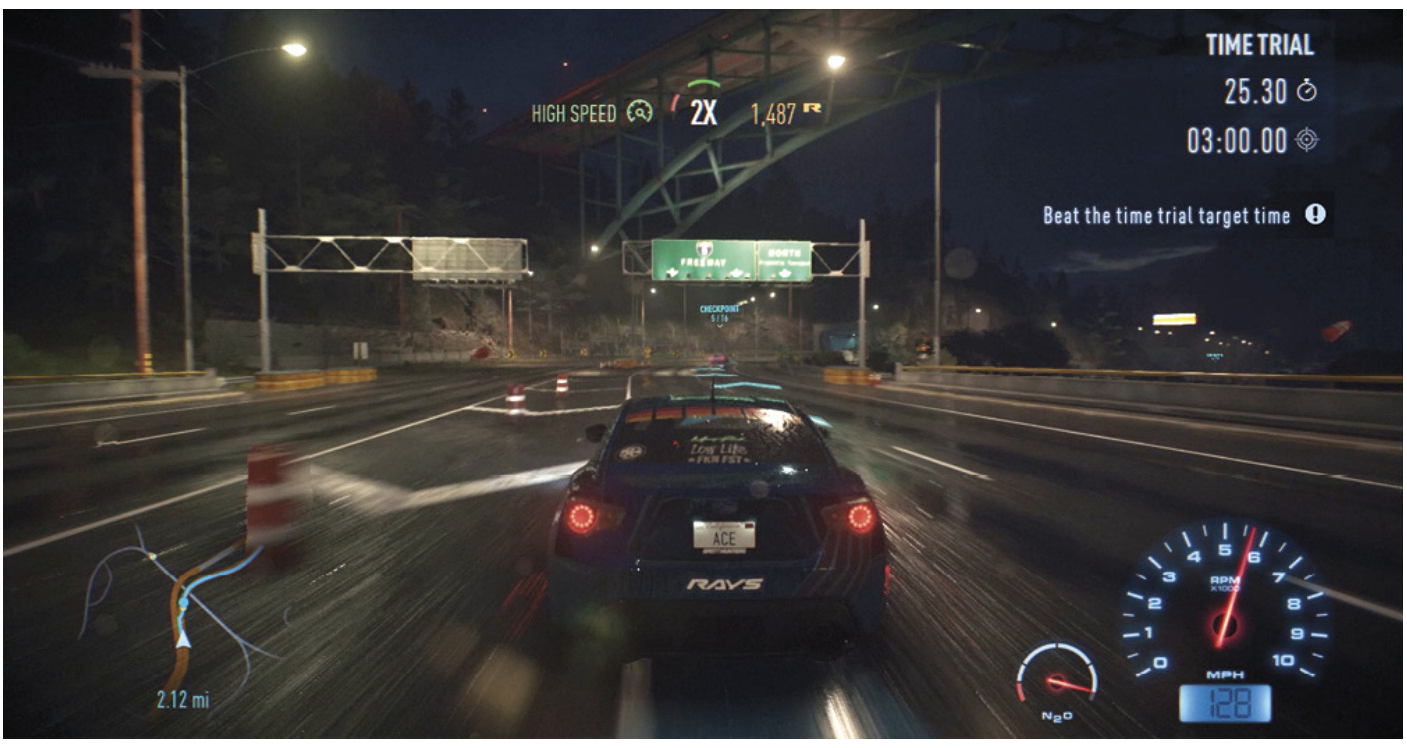
## Pulse of the City

You now get to race a time trial. Spike is running it along with you. However, you're not racing against him. You are racing against the clock. You must cover 2.85 miles in 1:54 or less. That means you need to maintain an average speed of nearly 60 miles per hour. Since most of this is on the freeway, you can do this fairly easily. Just be careful not to waste time by crashing or spinning out of control.

**OBJECTIVE:** **Run the route as fast as you can. Finish within 1:54 to win.**



① The first section of this race is fast. However, watch out for a few of the turns. While they are shallow, one to the left is followed by a quick one to the right. Try to maintain a line of staying on the inside of each turn to minimize turning and are less likely to lose control at high speeds.

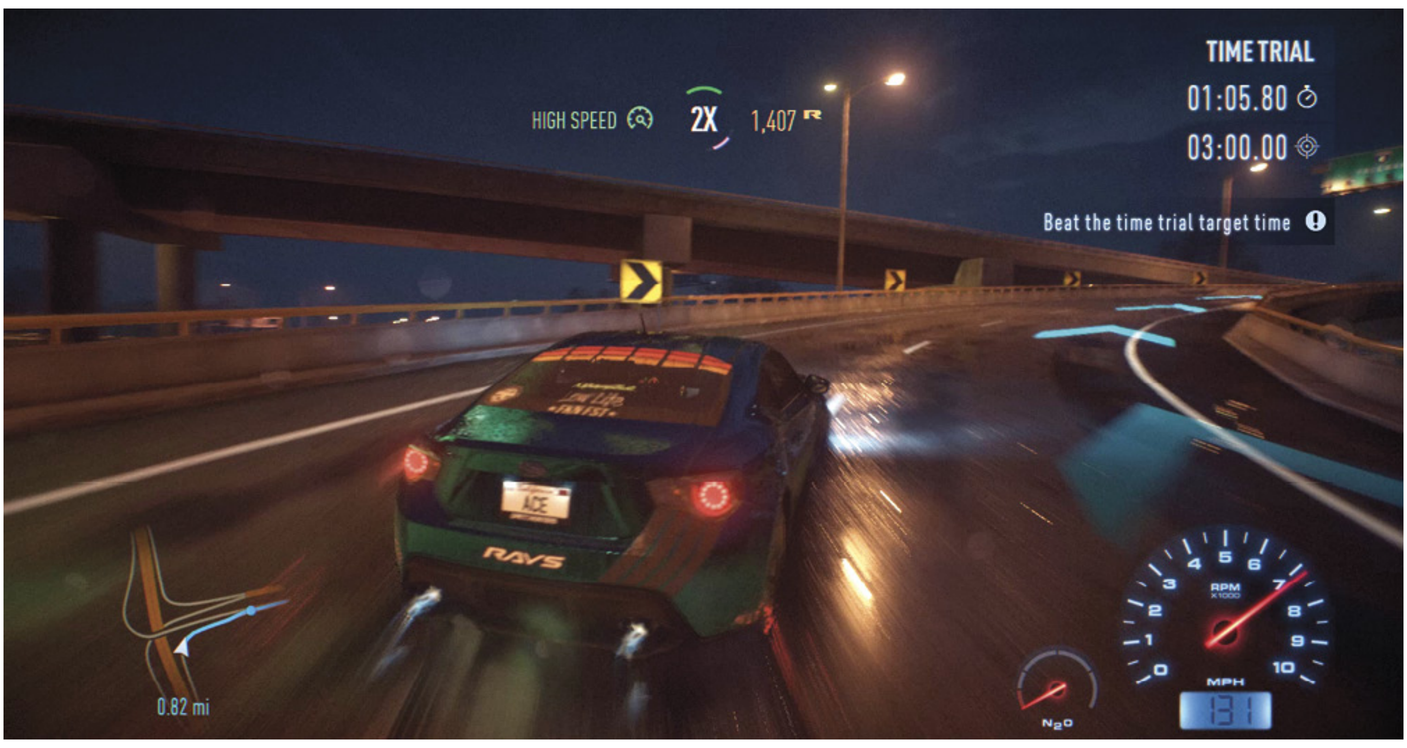


Beat the time trial target time

② The freeway divides after you pass under a bridge. You must stay on the right side of the road here. There is a tighter turn to the right where you need to slow down before entering. If you don't, your car will run into the wall. Don't worry, you have time to slow down here and, in the end, you will actually save time by maintaining control. The road then takes a wide turn to the left, around the side of the mountain. At the end of this turn, there's a tighter turn to the right. It's not bad, but can be challenging since you go from a left turn immediately into one to the right. Take your foot off the gas here and even tap the brakes as you enter this turn so you can accelerate out of it.

③ At last, the straightaway! Give it full throttle here. If you have some nitro, get up to full speed and then give yourself an extra boost. You hit your fastest speeds along this stretch.

④ Your speed run comes to an end at this off-ramp. It's long, but has a sharp turn to the right in the middle of it. Slow down a bit before entering the turn. Just letting up on the gas as you take the off-ramp can help. The turn is narrow, so you don't have a lot of room for sliding. As you exit, hit the gas again for a short sprint along another section of freeway.



Beat the time trial target time

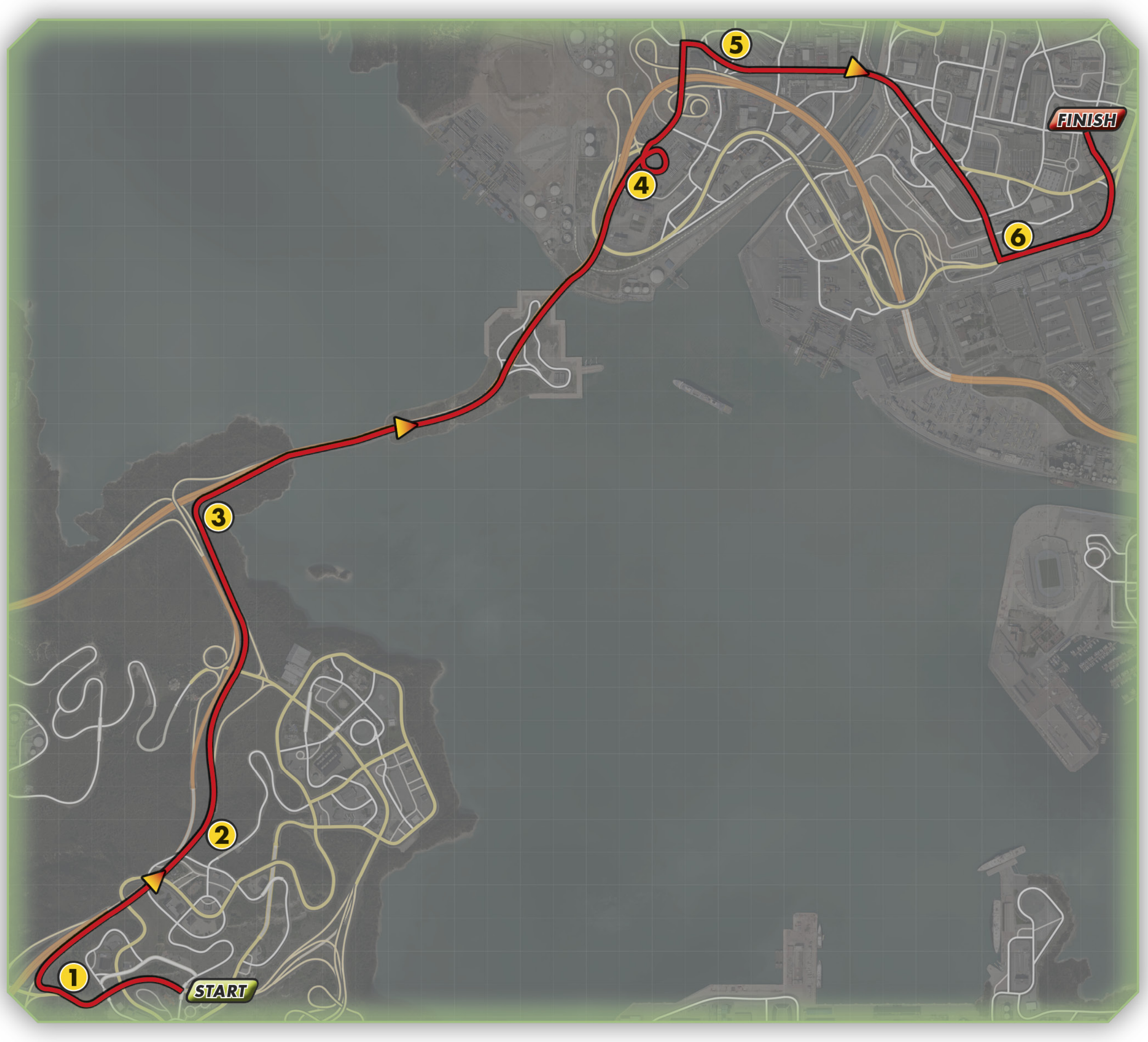
⑤ This off-ramp can be the toughest part of the event. You have a 360-degree turn to the right. Slow down as you enter it or you'll grind your driver's side door against the barrier. As you exit the off-ramp, be ready for a quick turn to the left. But this time, your speed is lower so you should have not problem taking it. Accelerate through this turn and all the way to the finish line!

### Speed

## Sardokie Speed

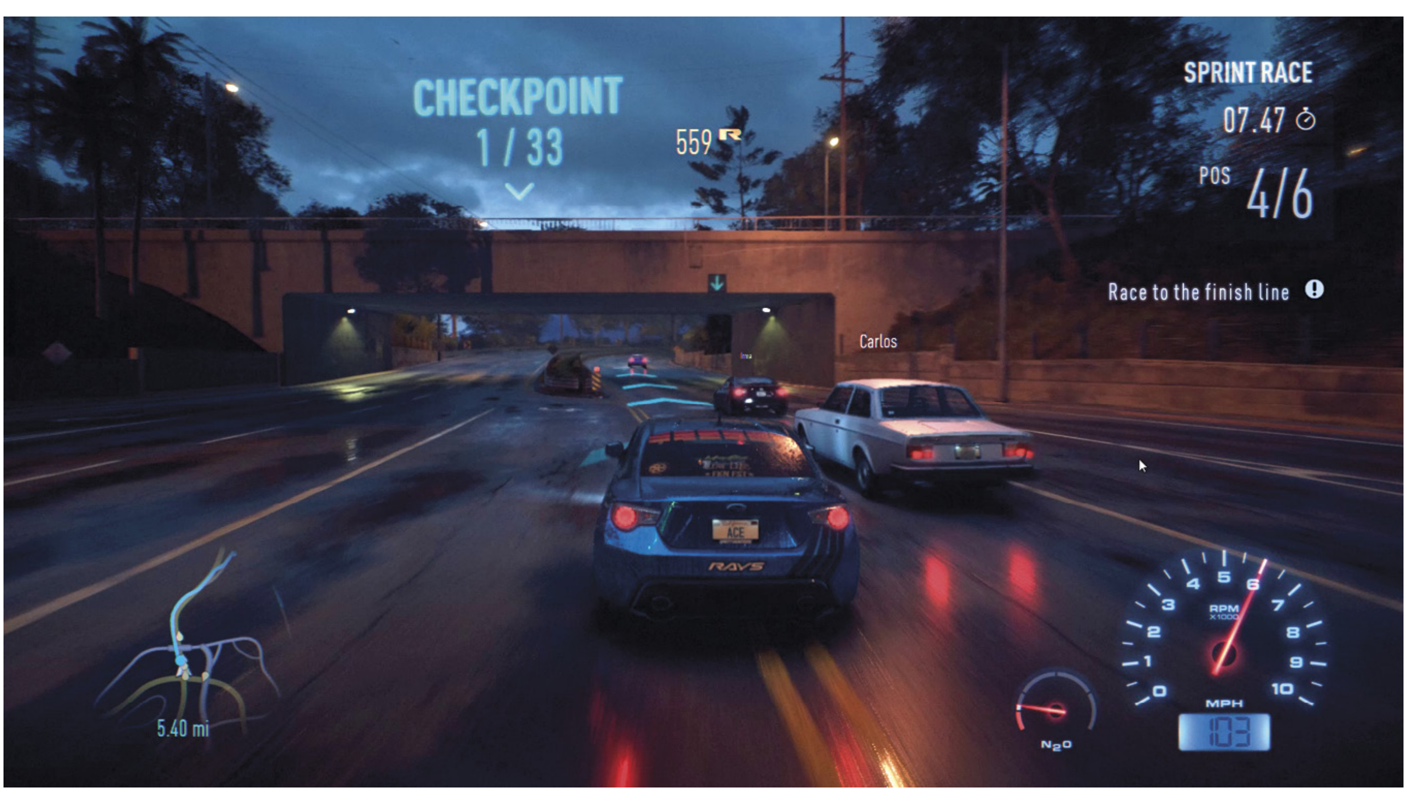
This is a long sprint race with five other racers. Although much of the action takes place on freeways, there are also some sections on city streets.

**OBJECTIVE:** **Race to the finish line in a point to point sprint race. First one there wins.**



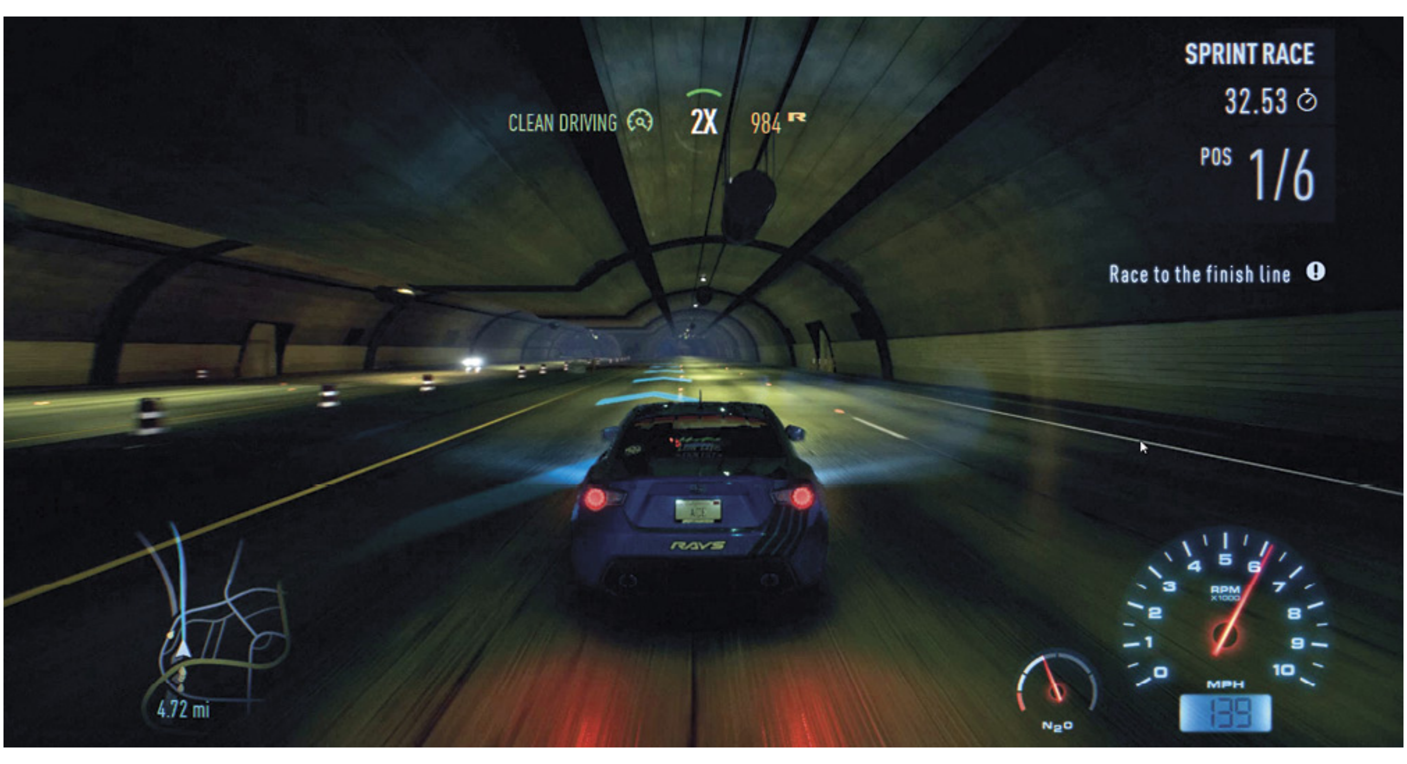
START
1
2
3
4
5
6
FINISH

① The race starts out on roads in Apollo Heights as you head toward the freeway. Watch out for a turn to the right before you reach the on-ramp, and then a tight turn when you get there. It's better to slow down and maintain control here. The pack of racers is still pretty tighter, so watch out for the other cars, as well.



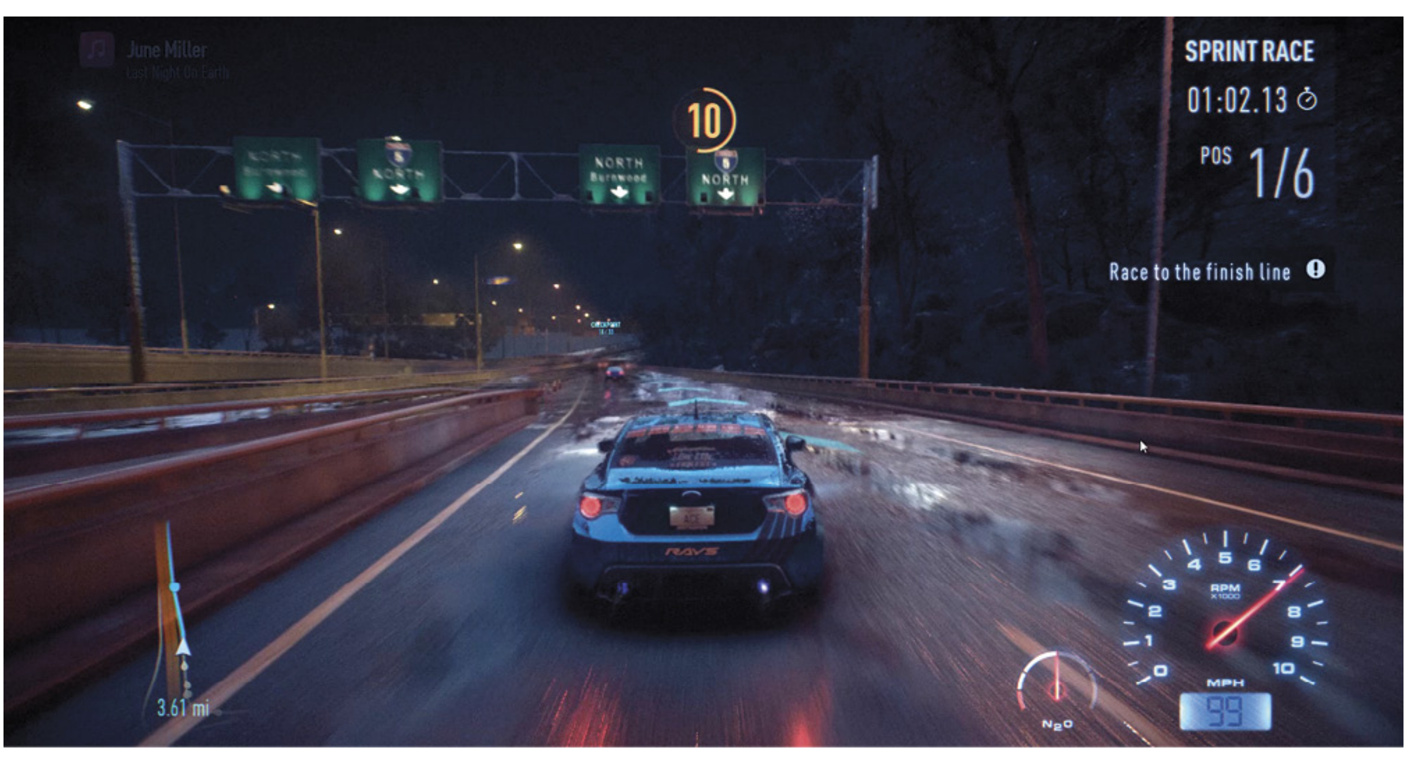
CHECKPOINT
1 / 33
559
SPRINT RACE
07.47
POS 4/6
Race to the finish line
Carlos
5.40 mi
103

② Accelerate all the way along this section of freeway for over a mile. There's a turn that you might want to watch upon exiting the tunnel, but a release of the throttle is usually enough to maintain control as you enter it. Then punch it again as you exit.



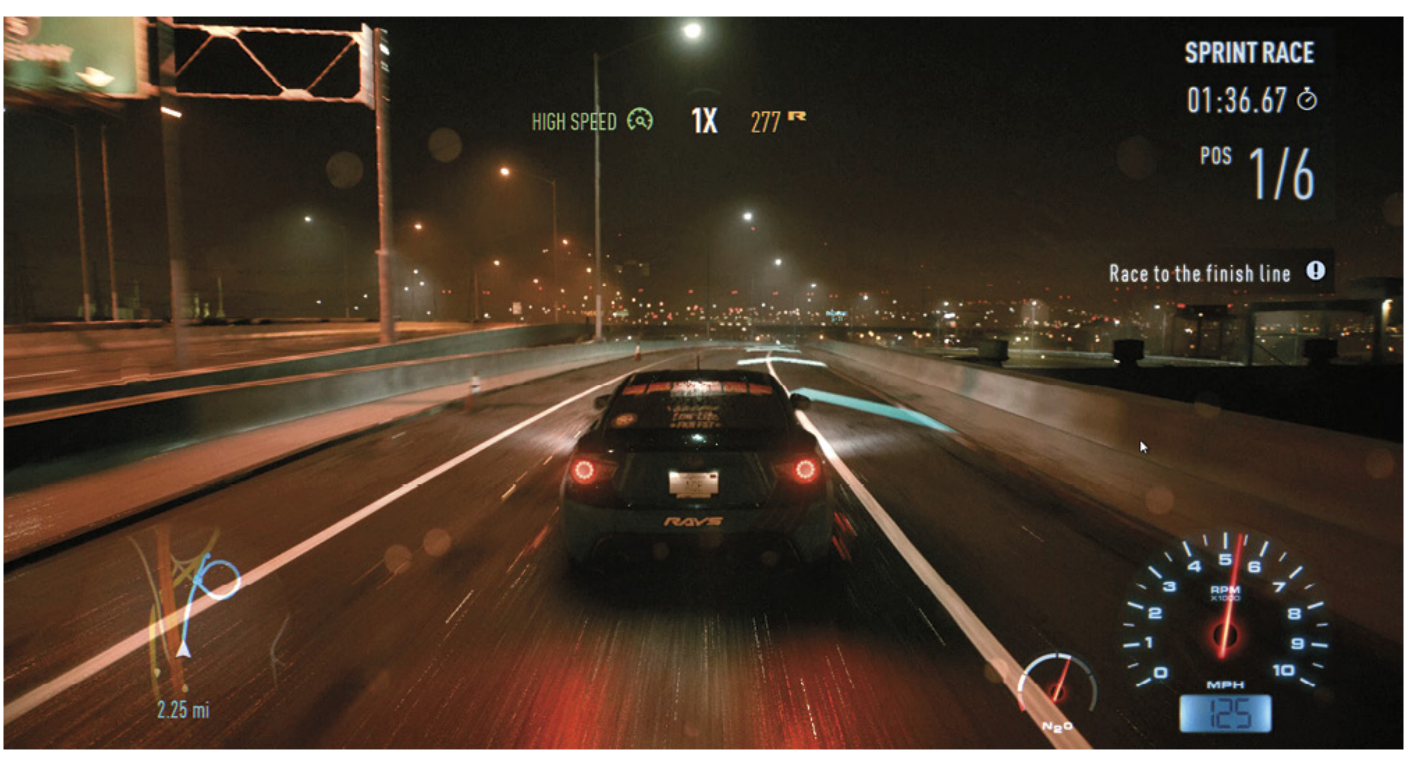
CLEAN DRIVING
2X
984
SPRINT RACE
32.53
POS 1/6
Race to the finish line
4.72 mi
139

③ As you take the off-ramp that leads to the other freeway, coast along and slow down a bit more as you take a tight turn to the right. Then accelerate again as you exit and merge onto the freeway. Hit your top speed and maintain it for this one and a half mile stretch. The few turns do not require you to slow down at all. Just watch for traffic when traveling at such high speeds.



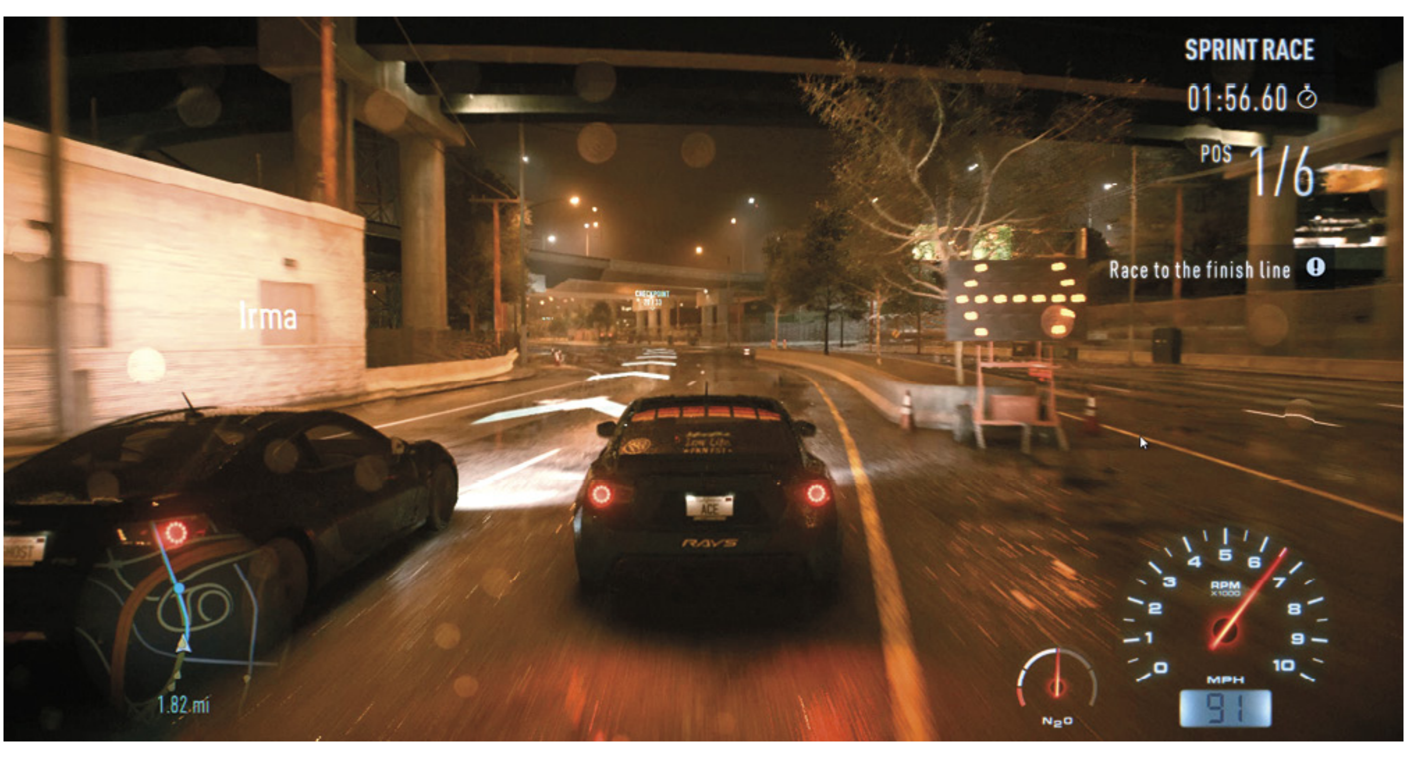
June Miller
10
NORTH
SPRINT RACE
01:02.13
POS 1/6
Race to the finish line
3.61 mi
99

④ The off-ramp here is tight and consists of a 360-degree turn to the right. Slow down; it doesn't seem bad at first, but it gets tighter as you go. Maintain control here and then be ready to accelerate again as you exit. After a short distance, get ready for a 90-degree turn to the right. Powerslide through this and keep going.



HIGH SPEED
1X
277
SPRINT RACE
01:36.67
POS 1/6
Race to the finish line
2.25 mi
125

⑤ This section can be taken at high speed. Though not a freeway, the road is wide. There's a turn to the right halfway through, but you don't really need to slow down here. Watch for traffic—and cops; there's often one waiting to ruin a racer's night. Since you're already moving at high speed, keep going and you can usually outrun them before you have to slow down.

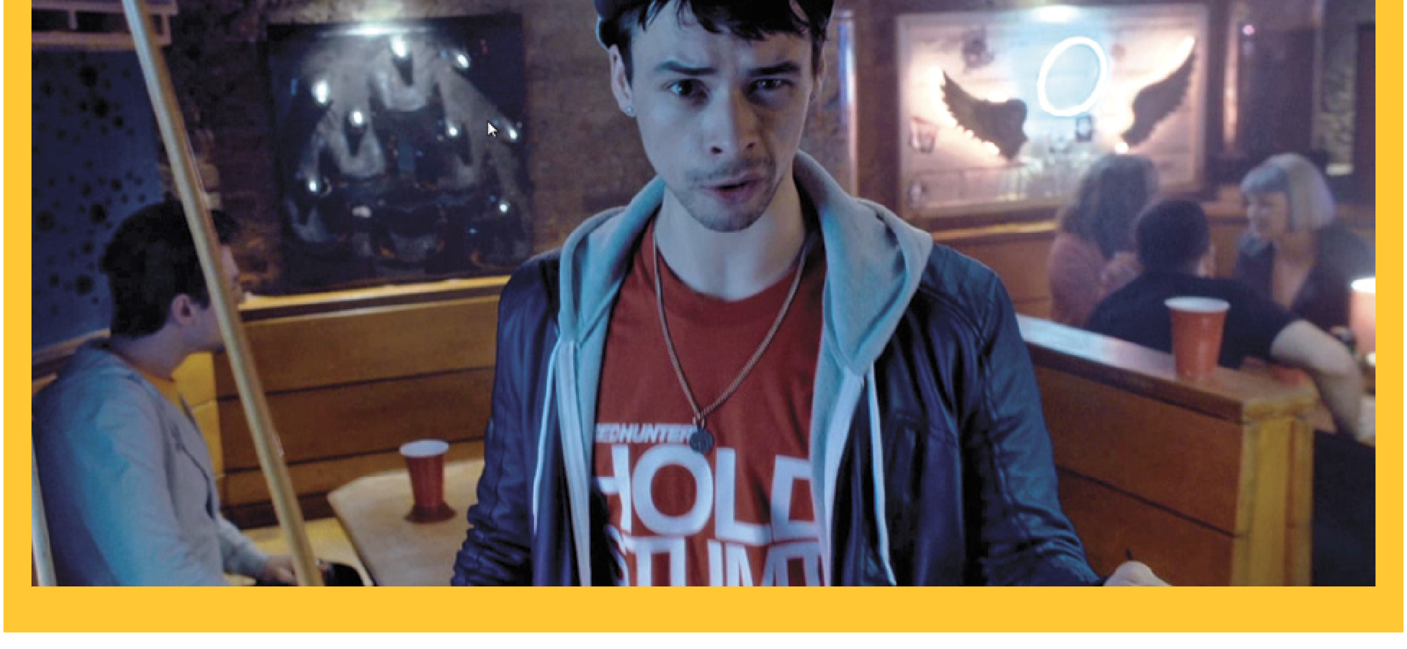


SPRINT RACE
01:56.60
POS 1/6
Race to the finish line
Irma
1.82 mi
91

⑥ The road ends at a T-intersection where you must turn left. Slow down a bit, then powerslide around this right-angle turn. Be careful not to crash here or it can cost you first place. As soon as you come around this turn, hit the gas. There are some turns to the left as you get closer to the finish line. Watch these turns and avoid going too far to the outside or you may hit obstacles and crash. Keep close to the center to avoid oncoming traffic on the inside and speed all the way to the end.

### TIP

**Once you complete Sardokie Speed, Spike gives you a call. Meet him at the Long Horn. He sends you directions to his pool hall. There he tells you about Magnus Walker. He's the king of speed and has several runs in the area where he has set the bar with his customized Porsche. Spike wants to try these runs and get the attention of Magnus himself.**



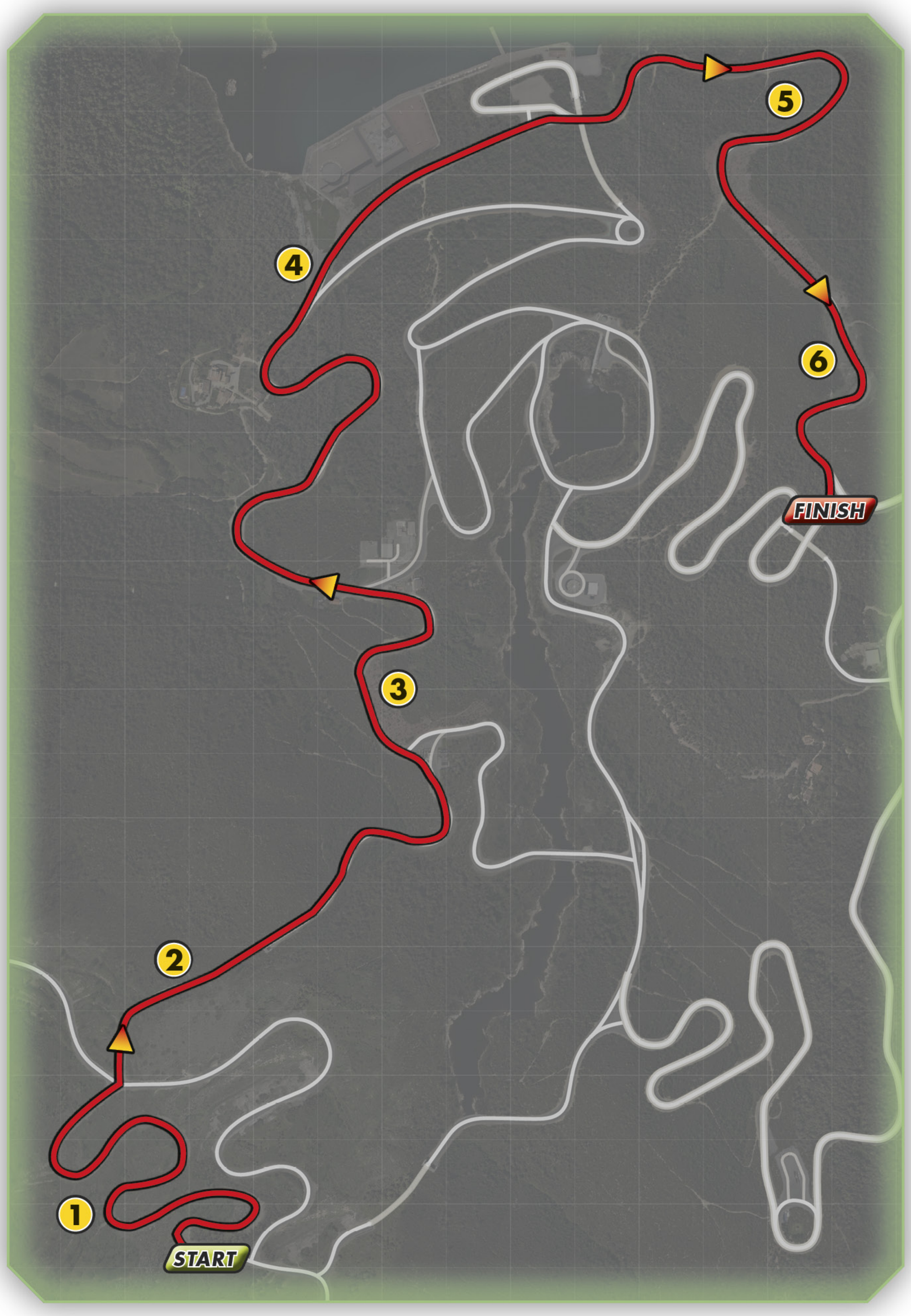
NEED FOR SPEED

Speed

## The Speed Way Game

While you've spent a lot of time on the freeways, this time trial takes you up into the Crescent Mountains. The roads are narrow and winding. Not only do you need speed to win, you also need a lot of control and know when to slow down. This course is nearly four and a half miles long.

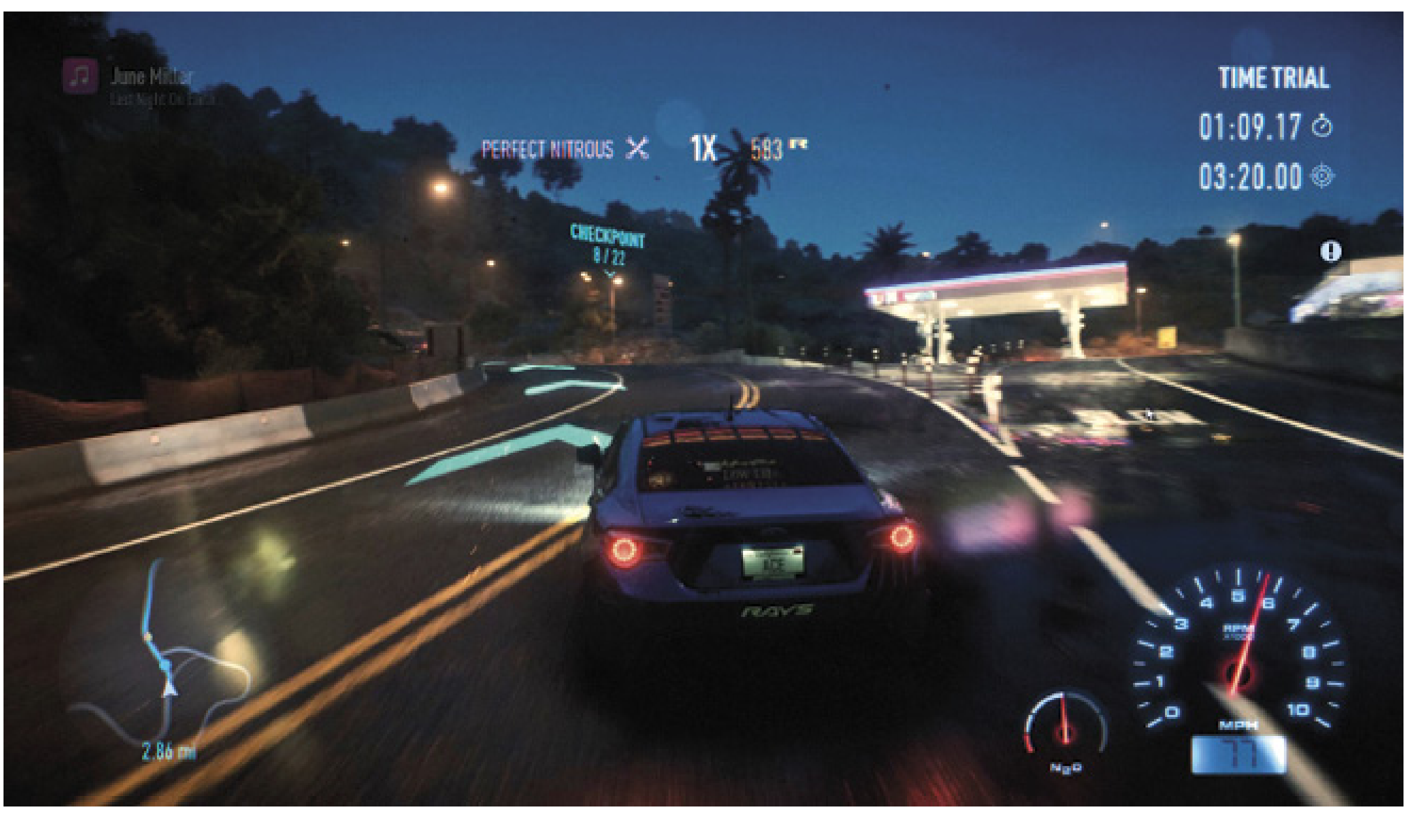
**OBJECTIVE:** **Run the route as fast as you can. Finish within 3:16 minutes to win.**



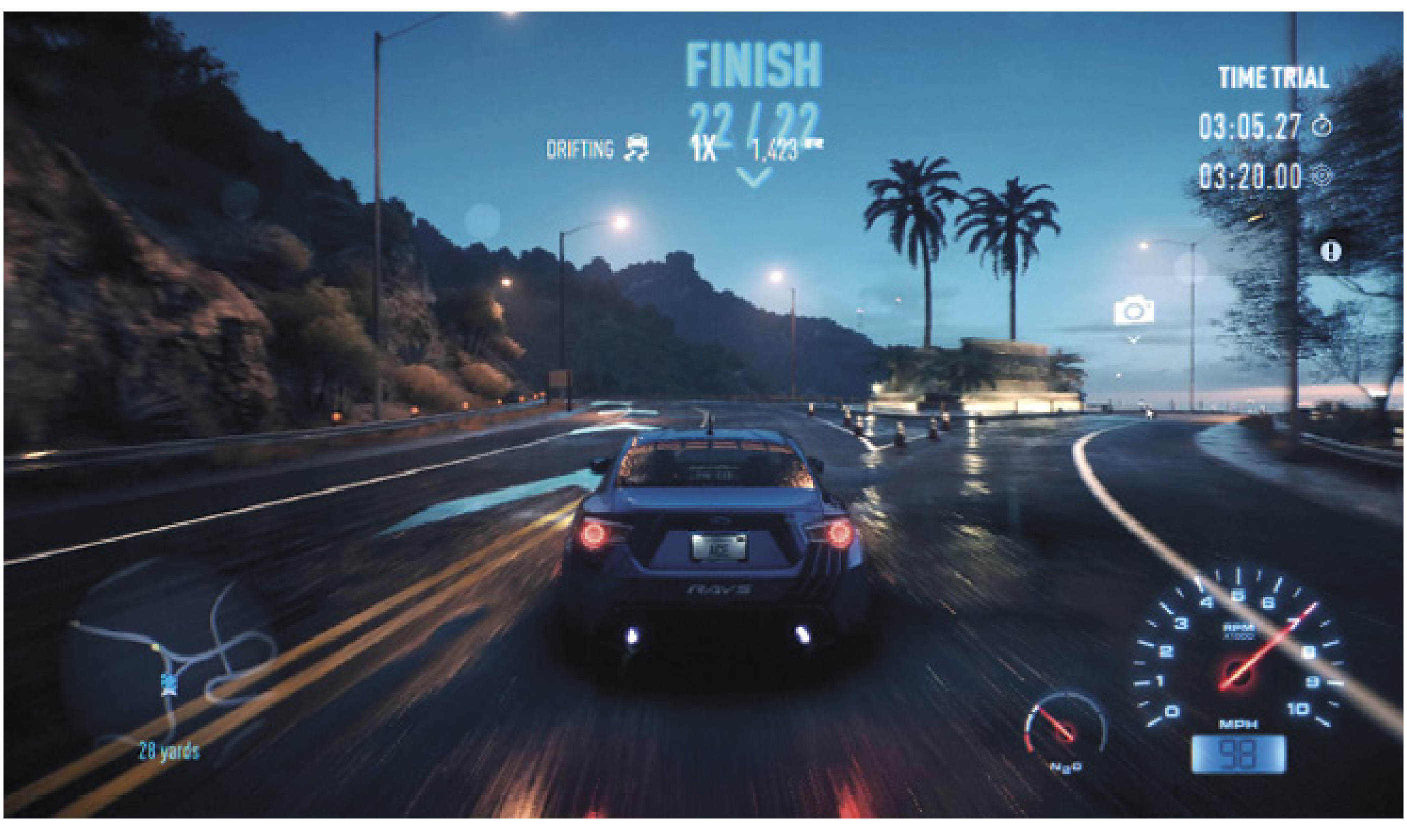
① The race begins with five alternating turns. Each is a 180-degree turn that starts off with you in a bend to the right as you rush into a turn to the left. Use the straight sections between turns to pick up speed, then cut to the inside and powerslide around these turns to accelerate as you exit.

② After the last turn, race toward an intersection and go right across and into the tunnel. Horsepower helps you make this climb to the top of the mountain. After a section of relatively straight roadway, you have a right angle turn to the right, followed by a wider turn to the left. By maintaining control through the first turn, you enter the second turn in a better position. Don't be afraid to slow down a bit. You lose more time by losing control.

③ This next section is a series of turns. There are some longer distances between turns where you can pick up speed. However, that means you need to slow down before entering each one. Finally, you hit an S-curve that bends to the left and then immediately to the right. Try to take these turns on the inside. As you exit the first, head to the inside of the second.



④ As you race to the top of the mountain where the dam is located, you discover a section with a long, shallow turn. Accelerate through this portion, all the way to the dam. Once you get past the dam, be ready for a couple sharp turns to the left and then to the right. Slow down before you enter them so you can maintain control, then hit the gas as you exit.



⑤ As you enter this 180-degree turn to the right, slow down a bit and powerslide around it. Accelerate for a bit and then get ready for a turn to the left. You already bled off speed during the previous turn, so you shouldn't have to slow down much here. Once you get around the second turn, speed down the straightaway as you head down the mountain.

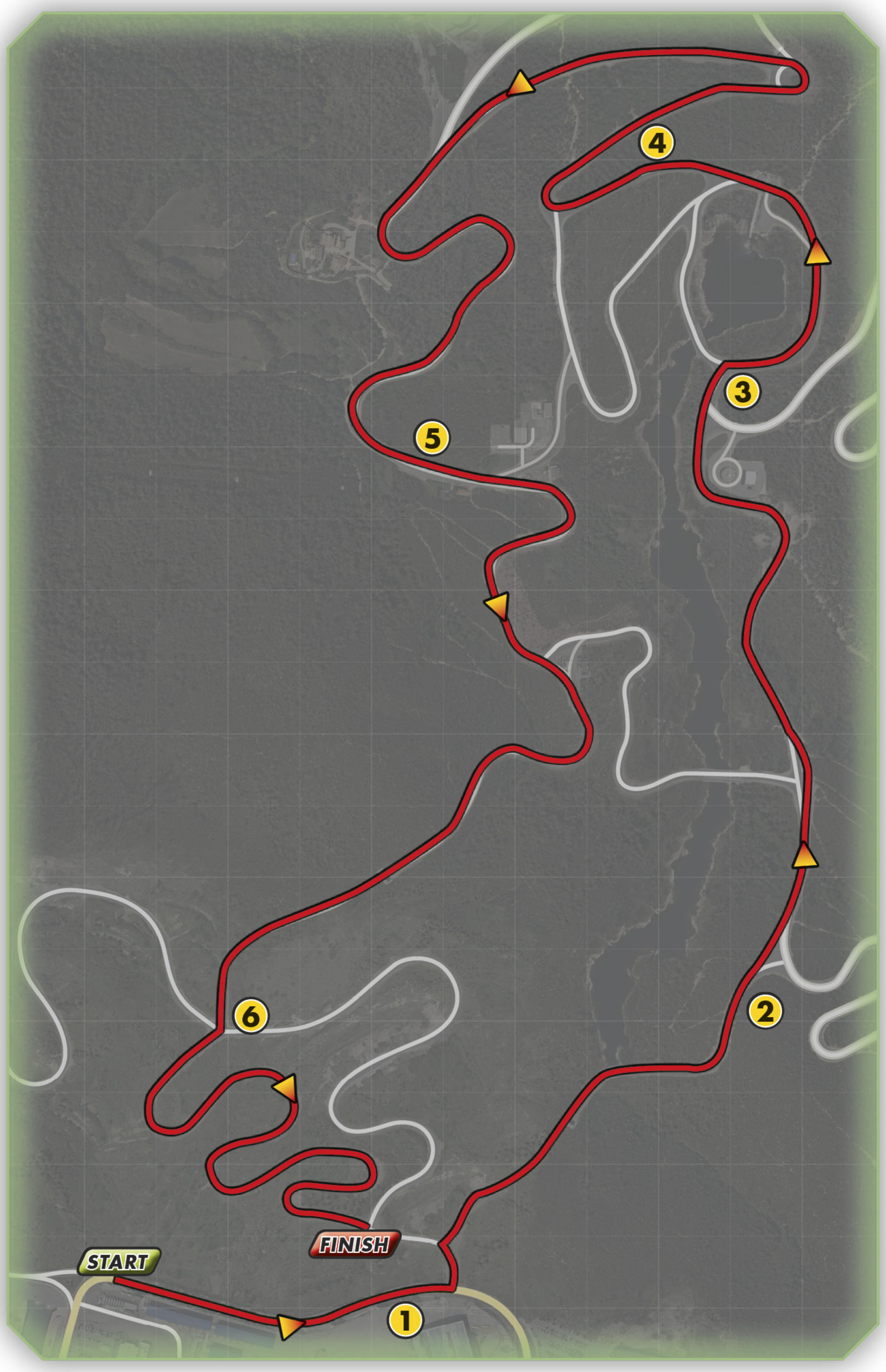
⑥ Near the finish line, you have a right and then left turn combination. Slow down here and powerslide through the turns to preserve your speed as you race through the finish line.

Speed

# Loco Motive

You and Spike are running a sprint race with five other drivers. This one takes you up the Crescent Mountains and back down again. Those turns can be tight, especially with seven cars jockeying for position along them.

**OBJECTIVE:** Race to the finish line in a point to point sprint race. First one across the finish line wins.



① The race starts off along a city street. Hit the gas and try to get out in front so no one's in your way when you hit the first turn. It's a 90-degree turn to the left. Enter on the inside and powerslide around. Be ready for a turn to the right. There's another turn after the tunnel, but you can take it pretty fast.

② Be ready for a turn to the left. While it's a bit tighter, you can still take it at speed. Now you have a shallow turn to the left as you race up the mountain. Near the end of this section, you have a turn to the right, followed by a tight turn to the left. Stay on the inside of this turn. If you take it too wide, you'll crash into a wall and lose all of your speed. Since you've already slowed down to take that left turn, you should have no trouble taking an immediate right turn.

End Call
Talking to: Manu
SPRINT RACE
39.77
POS 1/7
Run the sprint race with Spike
CHECKPOINT
Sora
5.08 mi
MPH

- Hmm. That sounds alright.
- You wanna join?

③ Keep going and make a right turn to begin your turn to the left around a lake. It gets a bit tighter near the top of the turn, so try to stay on the inside and slow down if necessary.

④ After passing by the lake, you hit a tight hairpin turn to the left. You can powerslide around this and pick up some speed as you head toward another hairpin turn to the left. Use the same tactic as before. Accelerate through the next area as you climb the rest of the way to the top and then begin your descent. Watch your mini-map for the upcoming S-turn. By the time you hit them, you should have some major speed. Slow down and try powersliding through both of these turns.

⑤ As you continue down the mountain, you hit some wider turns. The temptation is to take these fast—especially since you're racing and are either trying to stay in the lead or catch up.

You can take these turns fast as long as you slow down before beginning the turn. Remember to get the weight on the front wheels so you can safely manage these turns or you'll run into the guardrails. After the last turn here, let 'er roar and speed down the road. As you enter the tunnel, be ready for a turn to the left—you may want to slow down for this one. Then, as you approach the intersection, prepare to cross it and turn to the right.

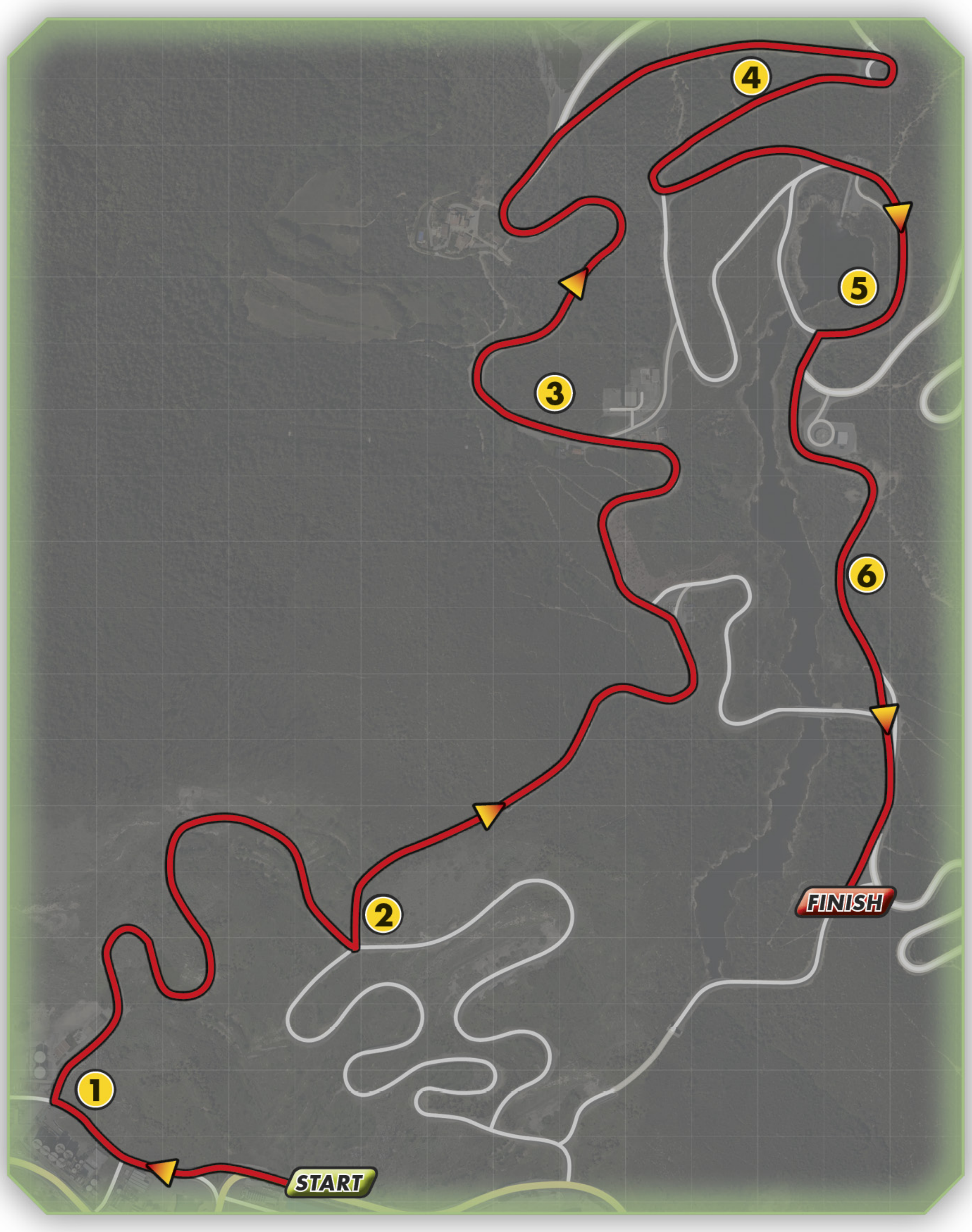
⑥ The last stage of this race is a series of alternating turns. Try to stay on the inside so you're better positioned for the next turn. Powerslide through the tighter turns, but do not give up too much speed. The finish line is immediately after the last turn and you don't have a lot of time or space to accelerate to the win.

Speed

# Angel on the Redline

Spike has Magnus' run and wants to hold a time trial to beat Magnus' time. This is a fast race up the Crescent Mountains and back down. You have already driven a significant stretch of this route in previous events.

**OBJECTIVE: Beat Magnus' time trial record of 3:50 to win.**


4
5
3
6
2
FINISH
1
START

① This is a fast event, so you must speed through a lot of turns in order to beat Magnus. Try to cover the first part along the city streets as quickly as possible. You'll need those extra seconds you can shave off here later on. Watch that mini-map so you're ready for the 90-degree turn to the right.

TIME TRIAL
07.67
04:00.00
Beat Magnus' time trial record
566
CHECKPOINT 2/29
5.32 mi
109
MPH
RPM x1000
N₂O

Take it fast and then head up the hills into some alternating turns. Powerslide through the first two tight turns, then drive with control through the wider bend.

② Make a tight turn to the left at the intersection. This one's easy to overshoot, so watch your mini-map. Slow down and powerslide around the turn, then accelerate into the tunnel. When you reach the end, be ready to take a right and then left turn combination. This is followed by another right and left combo.

TIME TRIAL
33.00
04:00.00
Beat Magnus' time trial record
4.67 mi
85
MPH

③ Continue your climb up the mountain. Get through the wide turn to the left while maintaining control. Don't accelerate too soon on this turn since it gets a bit tighter toward the end. Then head through the S-curve. Once you're past it, stay to the right at the intersection and enjoy the relatively straight speed strip you can take the rest of the way across the front of the dam.

TIME TRIAL
01:20.13
04:00.00
Beat Magnus' time trial record
19
CHECKPOINT 9/29
3.46 mi
85
MPH

④ After crossing to the other side of the dam, be ready to make a hairpin turn to the right. Do it in front of the traffic circle to save time. Then accelerate toward a second hairpin turn—this time to the left.

⑤ The event now takes you around the lake. This long turn to the right has some areas where it gets a bit tighter, so try to stay on the inside as often as possible to swing wider. At the end of the long turn, take a tight turn to the left and then continue through a couple more turns that require you to slow down.

TIME TRIAL
01:54.27
04:00.00
Beat Magnus' time trial record
19
CHECKPOINT 14/29
2.55 mi
100
MPH
RPM x1000
N₂O

⑥ Once you get around that last turn to the right, floor it all the way to the finish line! The few wide turns you hit can be taken at speed, so all you really need to watch for is traffic going in both directions. Rush past the finish line within the time limit and make a name for yourself.

TIME TRIAL
02:08.10
04:00.00
Beat Magnus' time trial record
CHECKPOINT 16/29
2.22 mi
108
MPH
RPM x1000
N₂O

## TIP

**After beating Magnus' time in the time trial, Spike calls and tells you to meet him at the Long Horn. Once there, he shows you Magnus' message. He has taken note and is offering some more runs for you to try to beat. Pass these next two events to get some more.**

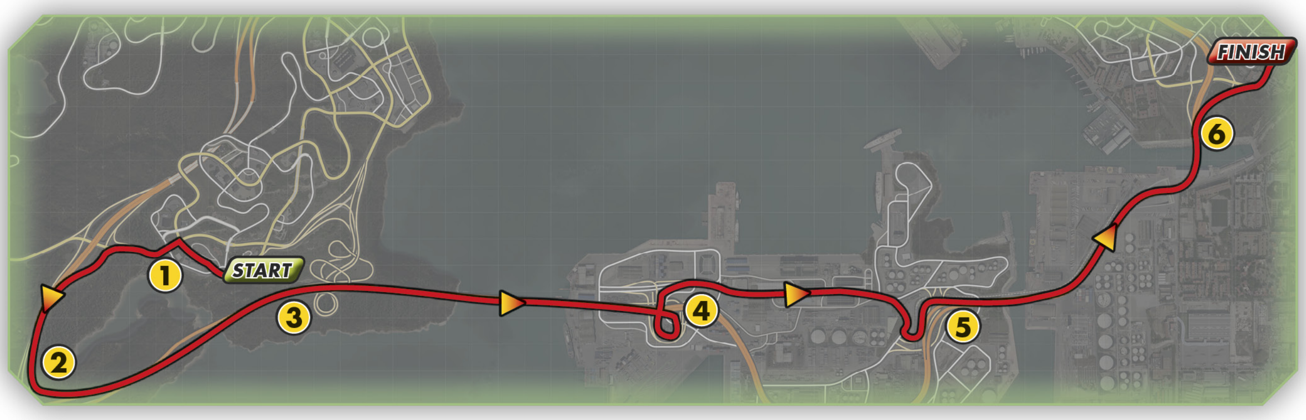
NEED FOR SPEED

Speed

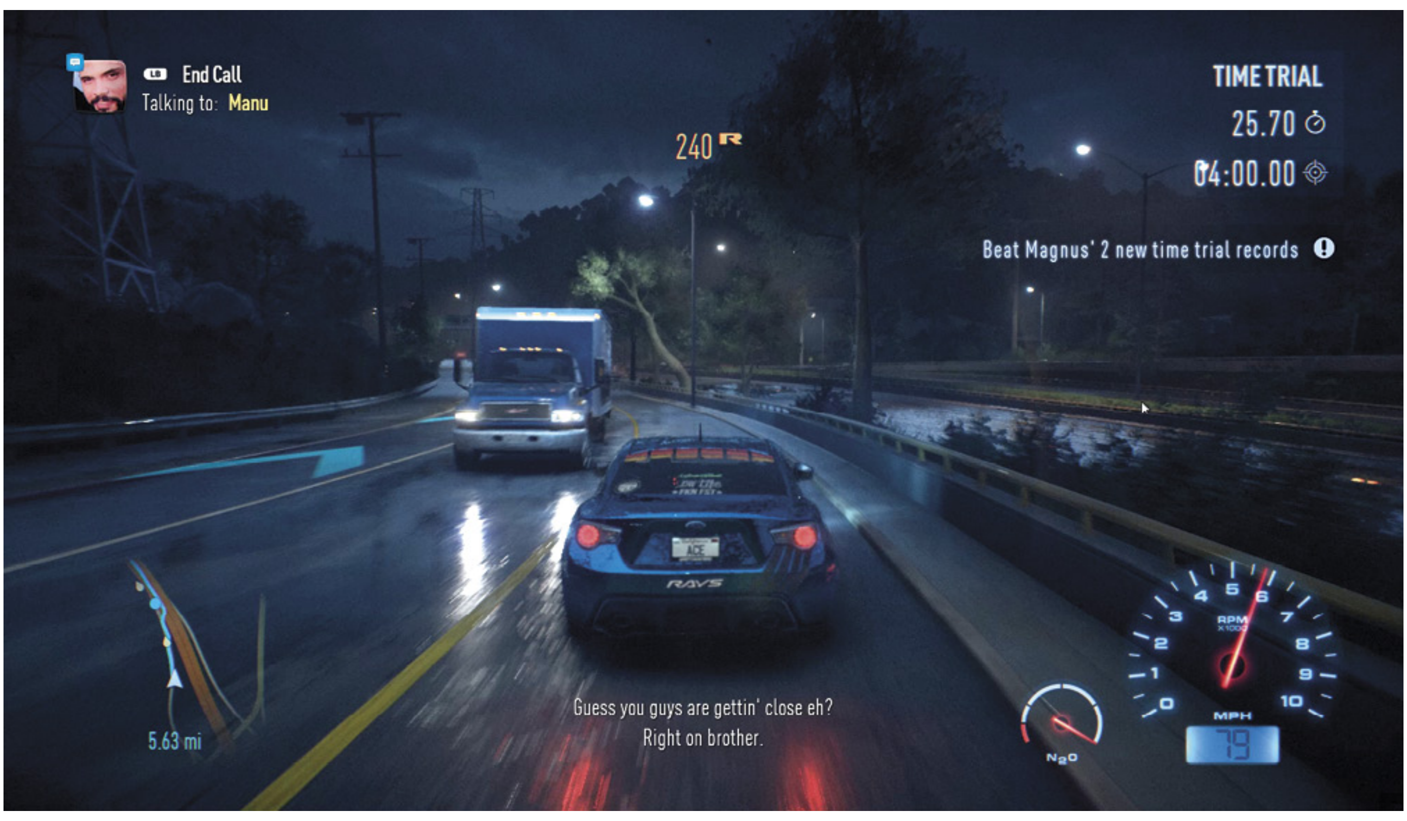
## Hungry as a Manticore

One of Mangus' runs is a time trial that takes you from one side of town to the other. While it has some freeway driving, it also leads you through city streets. Make sure your car is set to grip the road since you don't want to be sliding around. Also be sure to upgrade your car to make it faster. Spike will be running this trial with you. However, you have to beat the clock, not him, to impress Magnus Walker.

**OBJECTIVE:** Beat Magnus' new time trial record of3:16.

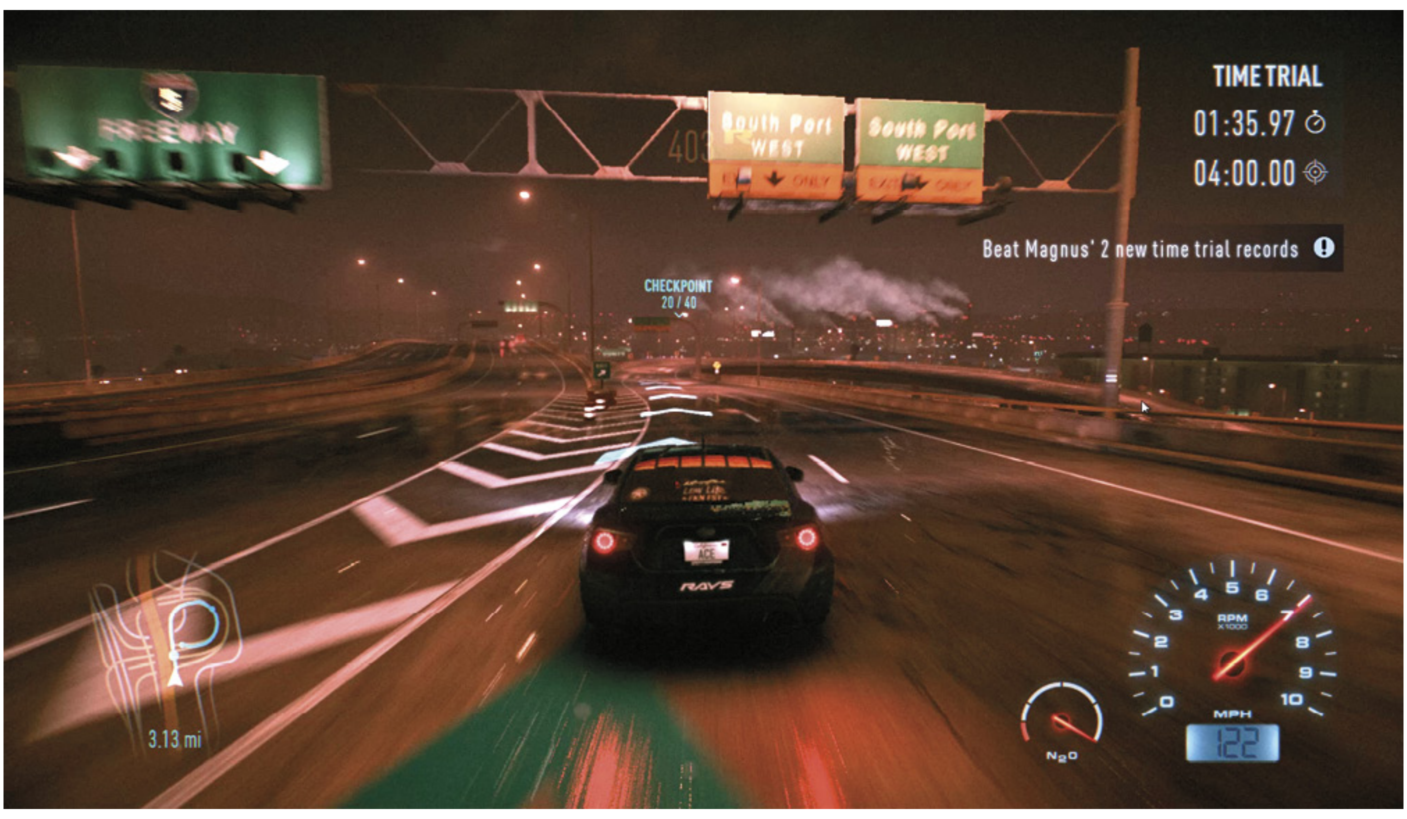

FINISH
START
①
②
③
④
⑤
⑥

① You start out on city streets and need to get onto the freeway. There's a sharp, 90-degree turn to the left that you can race through, but be careful to take it wide to avoid hitting the center divider. Then follow the route up the off-ramp into oncoming traffic.


End Call
Talking to: Manu
240
TIME TRIAL
25.70
04:00.00
Beat Magnus' 2 new time trial records
5.63 mi
RPM
MPH
79

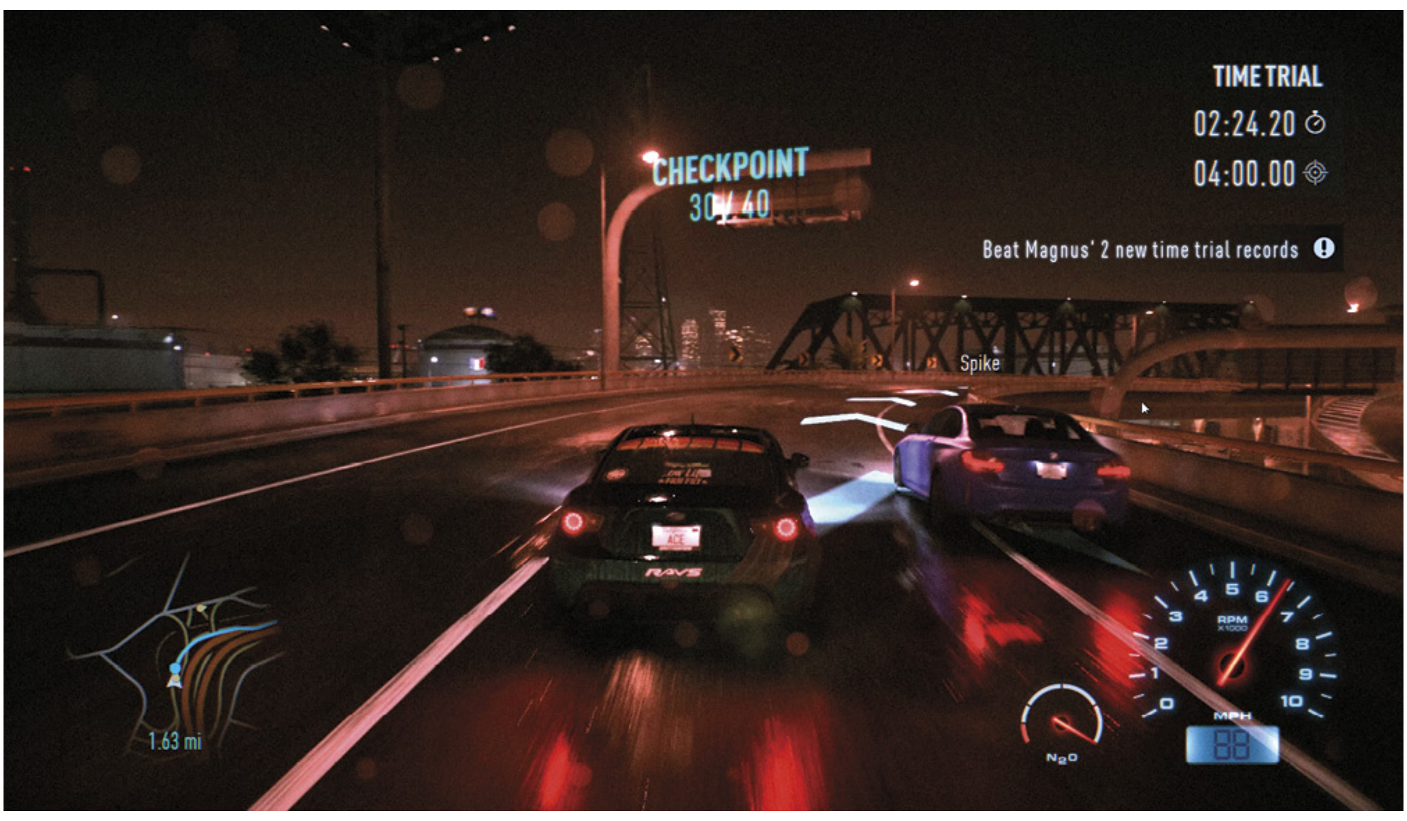
Guess you guys are gettin' close eh?
Right on brother.

② Continue to drive against traffic as you go around the turn to the left to get onto the freeway that will take you to South Port. Then, as soon as you can, get into the lanes on the right so you are driving with traffic.


FREEWAY
South Port WEST
South Port WEST
CHECKPOINT 20 / 40
TIME TRIAL
01:35.97
04:00.00
Beat Magnus' 2 new time trial records
3.13 mi
RPM
MPH
122

③ This section is a speed run for about a mile and a half. Go through the tunnel and across the bridge into South Port. Traffic and center dividers are your main threat, so watch for them. You need to drive as fast as you can here, avoiding time-killing crashes.

④ Take the first off-ramp as you enter South Port. It's a 270-degree turn to the right. Slow down to maintain control. Continue around another right turn, and then hustle your way through the center of South Port. It's pretty much a straight shot, so hit the gas and go. Don't slow down until you reach the off-ramp. This consists of a right turn, a 180-degree turn to the left, and then a right turn onto the freeway. Once again, you're going against traffic to get on the freeway.


CHECKPOINT
30 / 40
TIME TRIAL
02:24.20
04:00.00
Beat Magnus' 2 new time trial records
Spike
1.63 mi
RPM
MPH
88

⑤ This is the second freeway section of the run, so go as fast as you can. If a turn gets a bit too much, just let up on the gas to get enough traction to make the turn.

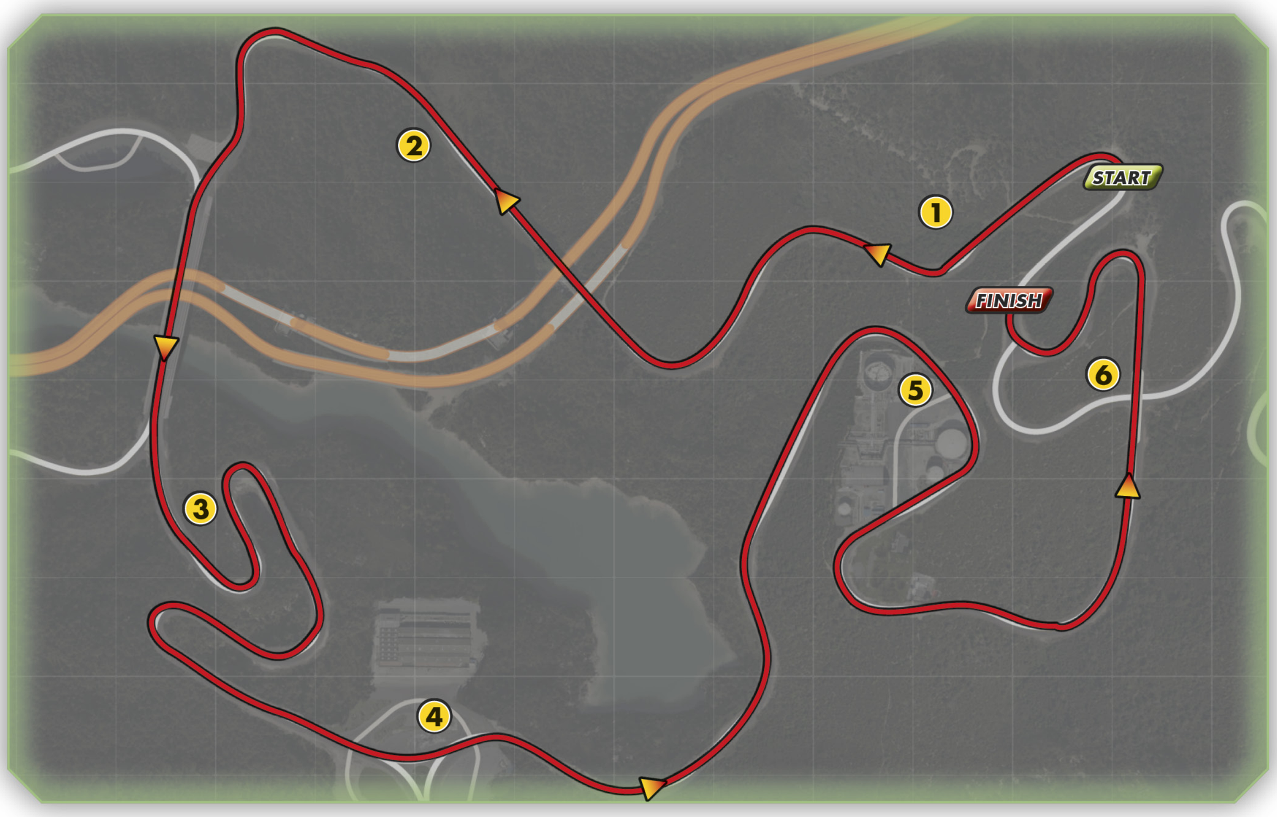
⑥ After exiting the tunnel, get to the right and take the off-ramp. Slow down and prepare for a 90-degree turn to the left as soon as you get on the main street. After the turn, floor it all the way to the finish line. As long as you drive clean and keep your velocity high, you should be able to complete this time trial with plenty of time to spare.

Speed

# Torque of the Town

This time trial set up by Magnus Walker is not on the freeways at all. Instead, it takes place on the narrow, hilly roads between El Rey and Franklin Terrace.

**OBJECTIVE:** Beat Magnus' new time trial record of 2:47.



① As you start this race, pick up as much speed as you can before you hit the first turn to the left. This can be taken at speed and you can even powerslide if necessary. It leads into a left turn followed by a right turn. Neither is too tight and since you have not had much space to speed up a lot, you should be able to handle them with little more than releasing the throttle a bit as you enter to maintain control.

HIGH SPEED
1X
166
TIME TRIAL
16.23
03:00.00
Reach the finish within 03:00.00
Roberta
3.53 mi

② After exiting the last turn, hit the gas and race across the bridge. Keep going and don't let up on the throttle until you get near the turn to the left. Powerslide through this one and then pick up speed again. Continue across the overpass above the freeway and drive fast until you reach the next set of turns.

③ This series of four turns forces you to slow down. Do this for the first turn to the left. While you can take it faster, you won't be in a good position for the next turn to the right. You can probably powerslide through this tight turn. Pick up some speed before you get to another right turn, followed by one to the left.

HIGH SPEED
3X
1,390
CHECKPOINT
8 / 24
TIME TRIAL
47.98
03:00.00
Reach the finish within 03:00.00
2.60 mi
134

④ Accelerate as you approach the large sculpture in the middle of the road. Pass it on the left side, then be ready for a turn to the right. It's not bad, but that veer to the left of the sculpture makes this a bit tighter than it might look on the mini-map, so slow down accordingly.

Continue around a long turn to the left with a shorter turn to the right at the end. You can take these fairly fast, but be ready to tap the brakes to slow down and maintain control.

⑤ You now have a wide turn to the right around some facilities. The start and end of this turn are the sharpest parts. Once you get past them, there's a turn to the left. Since you needed to slow down a bit before, it's not hard to take. Pick up speed as you head into the next turn to the left. Let off the gas for a bit before entering it, then accelerate through it.

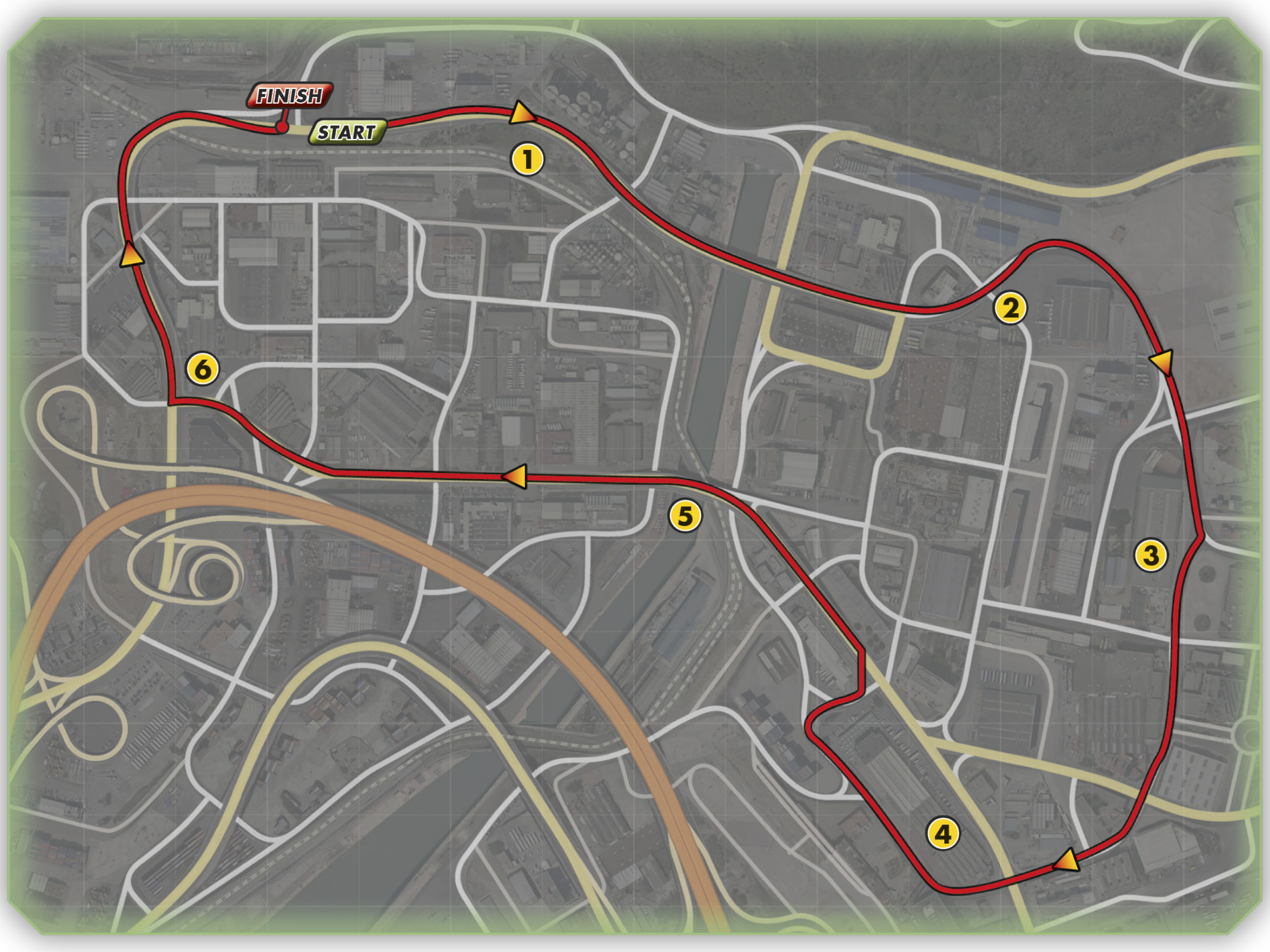
⑥ You now come to a short straight section that's ideal for picking up speed. However, don't try to take the turn to the left without slowing down or you'll drive right into the guard rail. It's better to use a little caution at the end or you can mess up your entire run with a crash or spinout. Since you slowed down already, you can accelerate through the final turn to the right and on to the finish line.

# Young Speedster

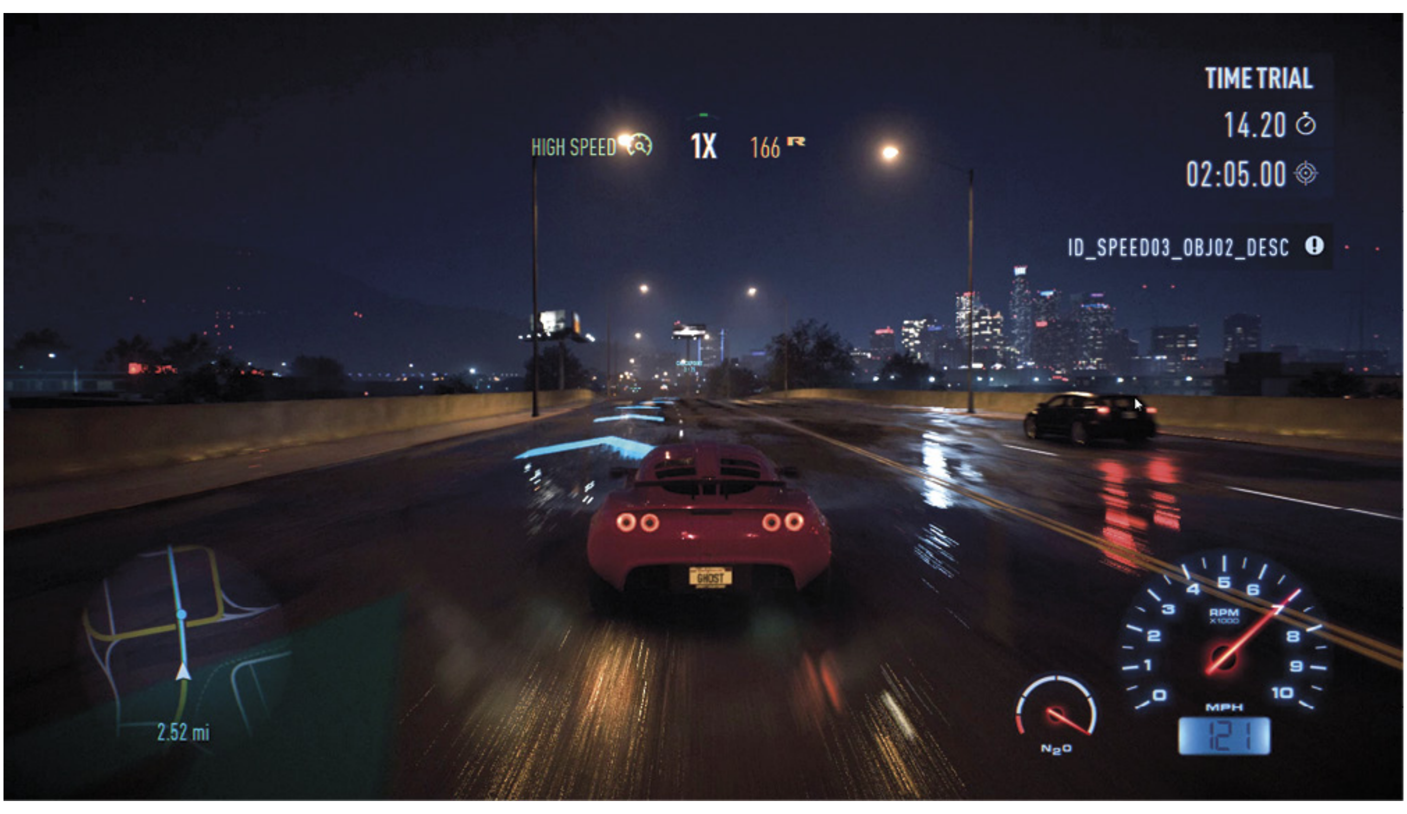
You've beaten the two new time trial records set by Magnus Walker. However, he did it in a car with less than 250 horsepower. For this next time trial, you must show that you have the skills (not just the horsepower) to compete with Magnus.

If you've been upgrading your car, it probably has more horsepower than this, so head back to the garage and customize the performance to get it under 250hp. Or, you may have enough money to consider purchasing another car. If so, look for something fast, especially in the quarter mile, as well as a good top speed. Then upgrade it right up to 250hp. Since nitrous oxide does not add to horsepower, be sure to tack this on for an extra burst of speed.

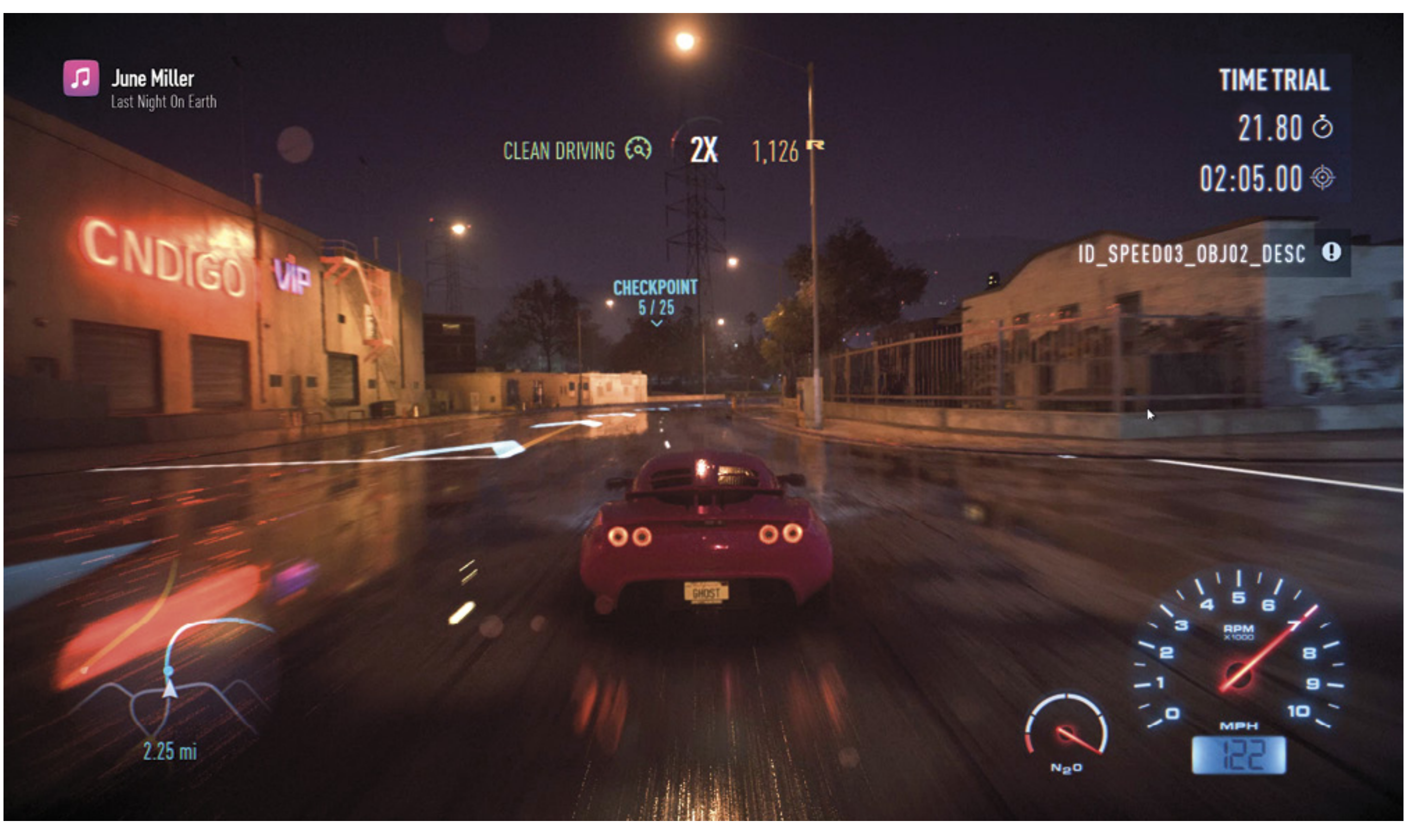
**OBJECTIVE: Run the route as fast as you can in a car with 250hp or less. Finish within 1:55 to win.**


FINISH
START
①
②
③
④
⑤
⑥

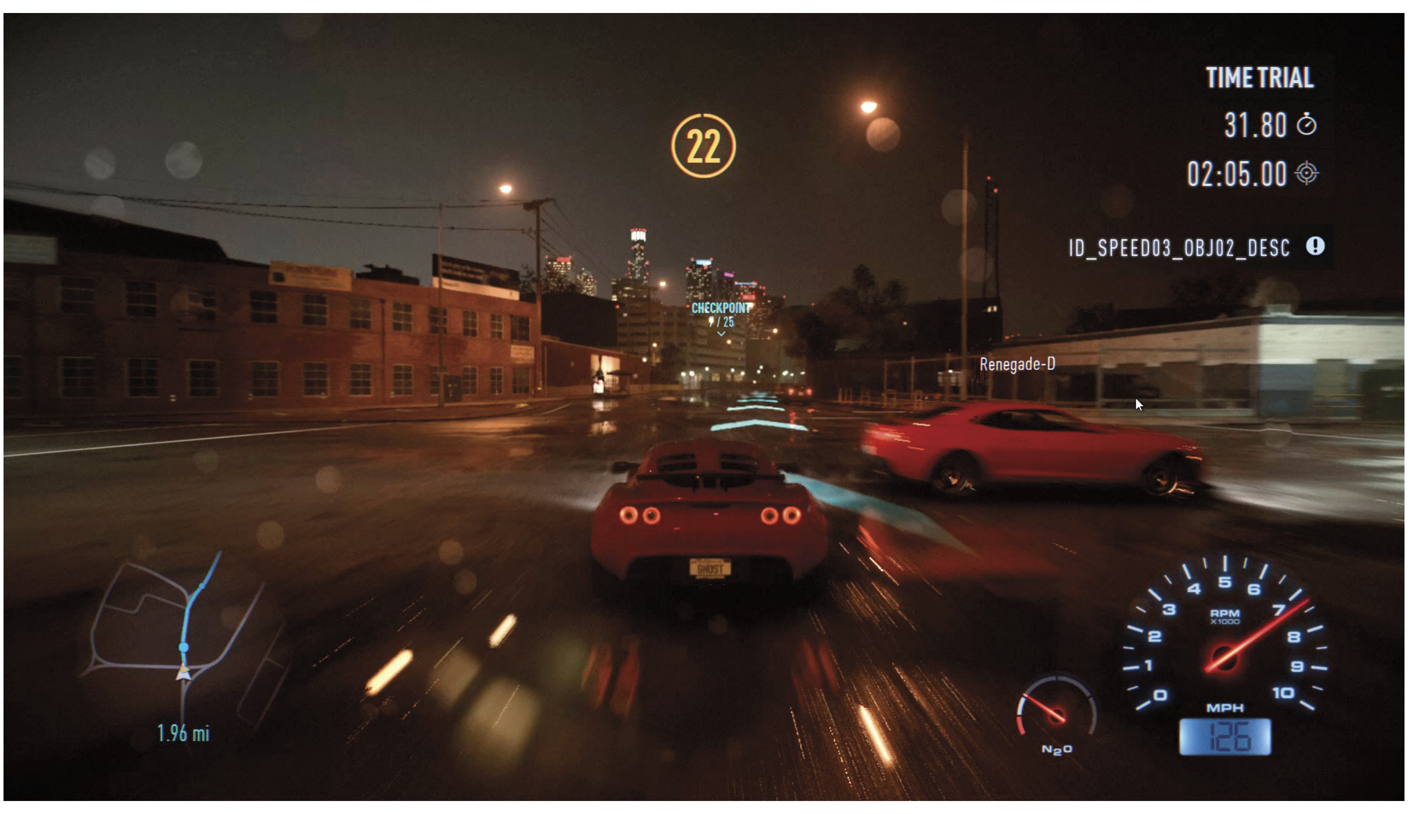
① The first part of this run has only a wide turn that does not really affect you. Get your car up to top speed and hold it there.


TIME TRIAL
14.20
02:05.00
ID_SPEED03_OBJ02_DESC
HIGH SPEED
1X
166
2.52 mi

② Next up are a couple turns. If your car has good traction, just let off the gas as you enter these turns and accelerate as you exit to the right.

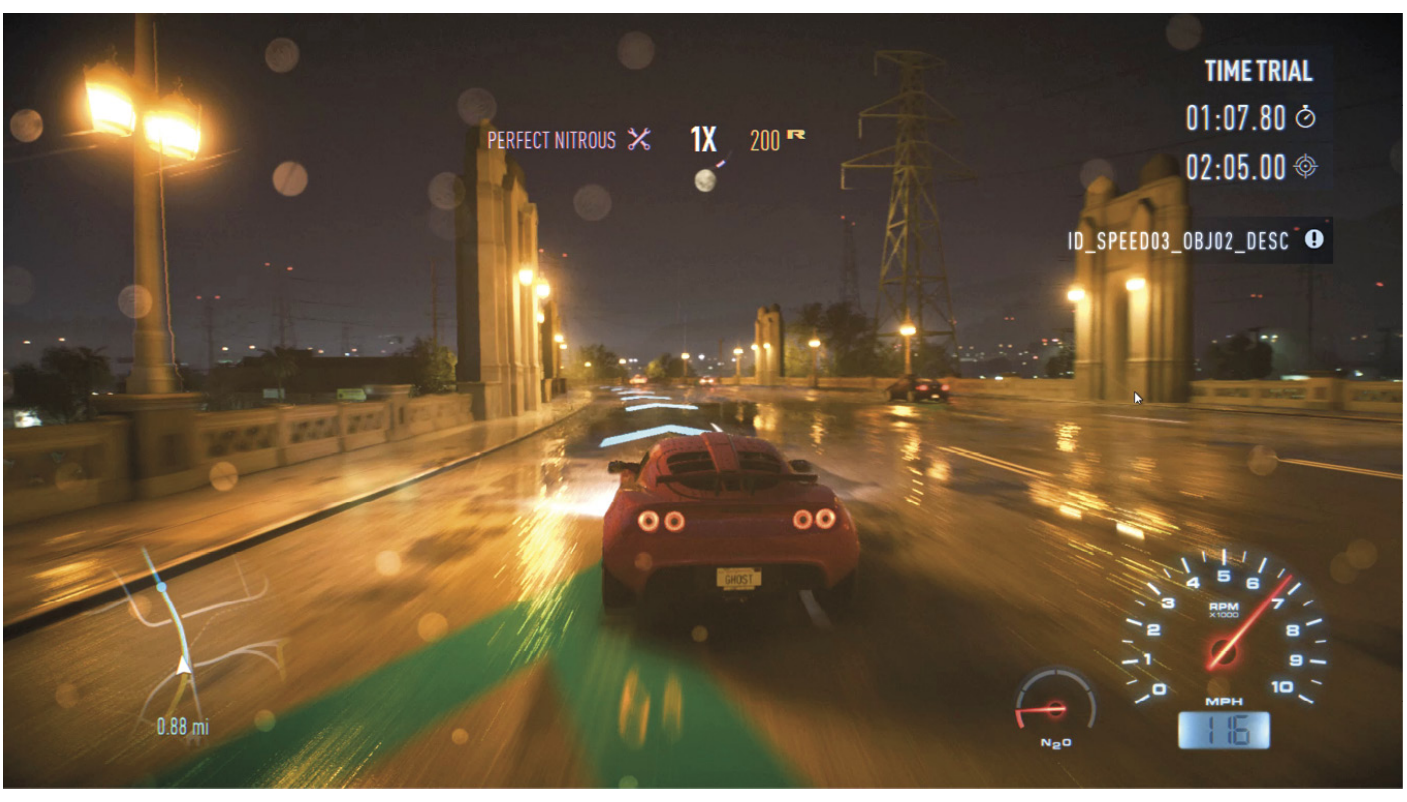

June Miller
Last Night On Earth
TIME TRIAL
21.80
02:05.00
CLEAN DRIVING
2X
1,126
CHECKPOINT
5 / 25
ID_SPEED03_OBJ02_DESC
2.25 mi

③ While this section is a wide turn to the left through the middle of an urban area, you can drive as fast as you can. Watch out for traffic, especially cross traffic, since you can't afford to crash and lose time. The turn tightens toward the end, but all you need to do is lay off the throttle slightly to make it around with control.


TIME TRIAL
31.80
02:05.00
22
ID_SPEED03_OBJ02_DESC
Renegade-D
1.96 mi

④ As you head back toward the freeway, you take a tighter turn to the left. Again, slow down and then accelerate out of it. Watch your mini-map so you're ready for the next turns. You need to make a sharp right turn, almost immediately followed by a left turn. Slow down before entering these turns to maintain control. You don't have to rush through them. Then as you exit, hit the gas.

⑤ Get up to top speed, then give it some nitro for an extra push. Expect a slight turn as you go over the railroad tracks, but there's no need to slow down. Don't be surprised to see a police car along this route. However, by the time you pass it by, you're going so fast, that cop will have trouble catching up to you.


TIME TRIAL
01:07.80
02:05.00
PERFECT NITROUS
1X
200
ID_SPEED03_OBJ02_DESC
0.88 mi

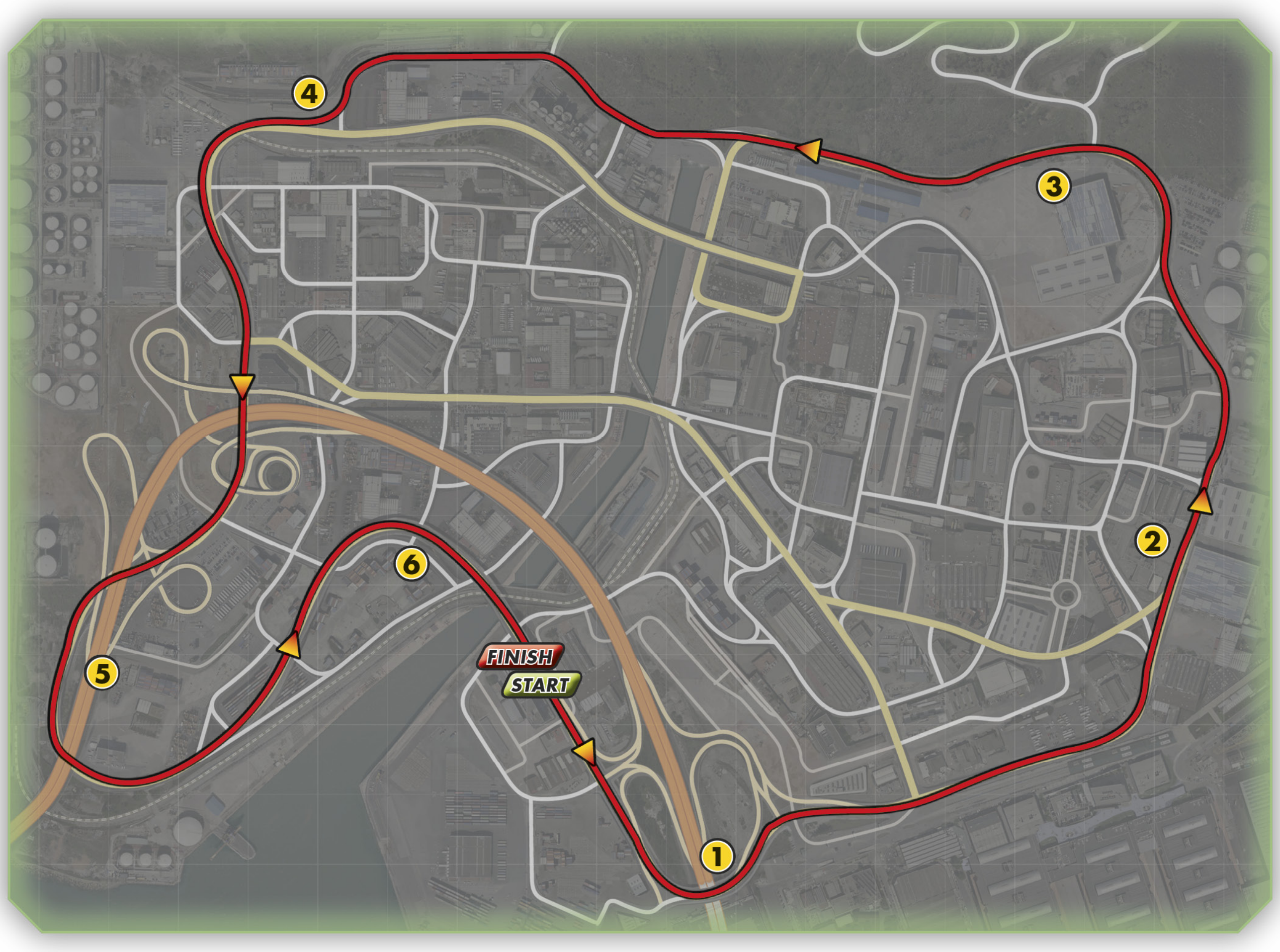
⑥ There's a sharp, 90-degree turn to the right. As you approach the bend, slow down and powerslide through it. That usually slows you down just enough for you to take the final turn at speed and hit the finish line under the time limit.

## Speed

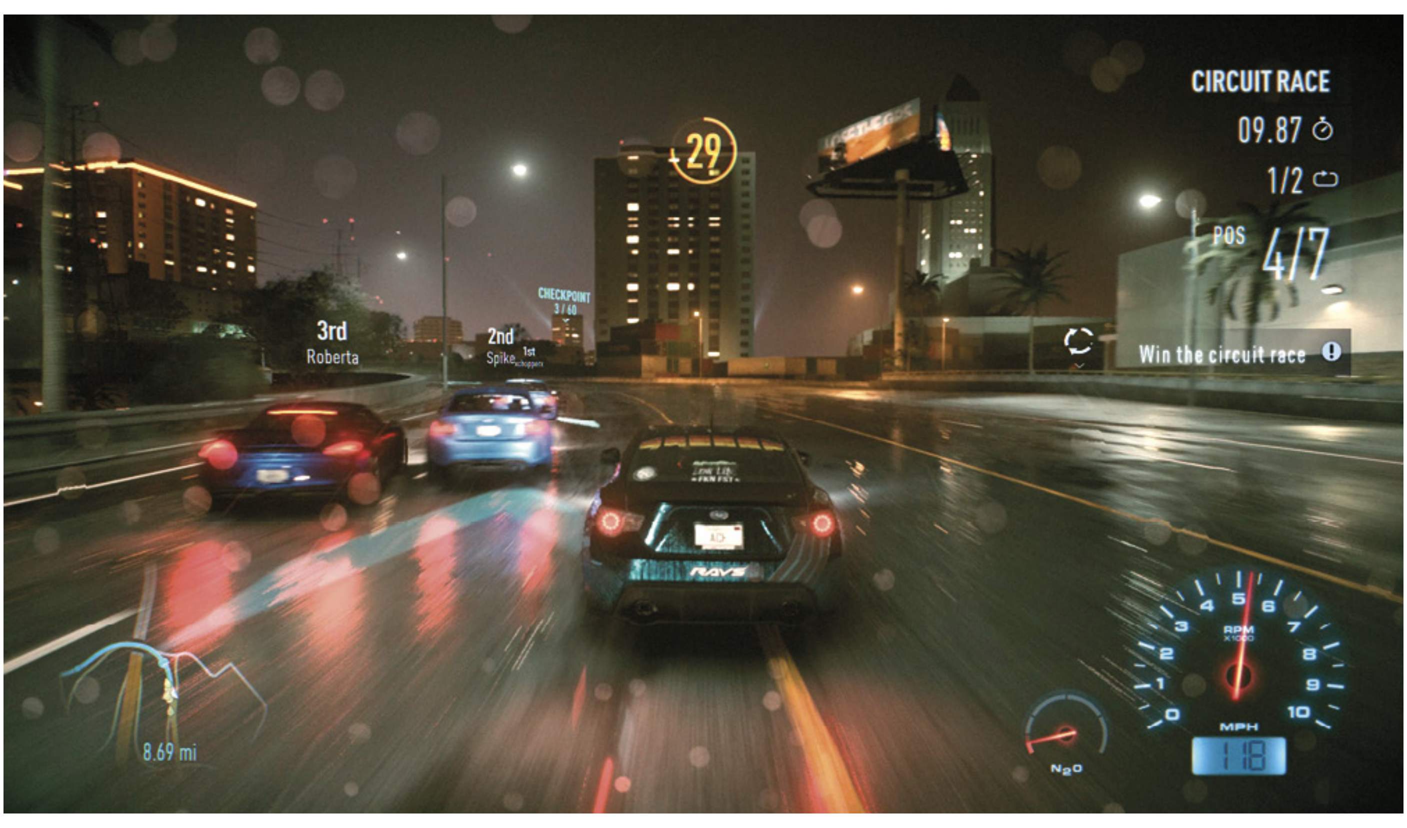
# Maniac or Master?

While you're waiting for Magnus to respond to your latest exploits, Spike lets you know about a circuit race around Burnwood. Since you're no longer limited in horsepower, be sure to head back to the garage and pick a high horsepower and high speed car for this event.

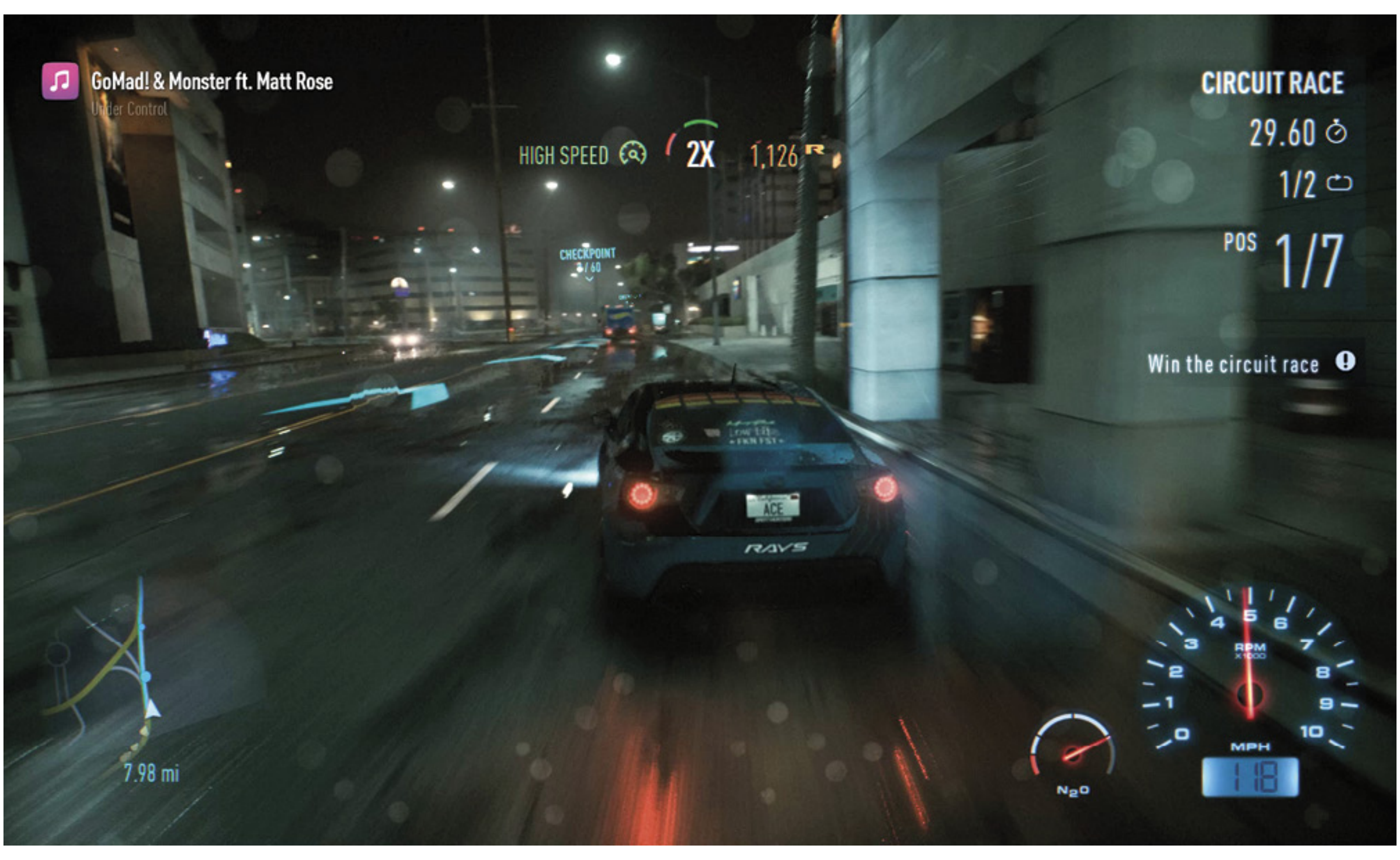
**OBJECTIVE:** **Race to the finish over multiple laps. First one across the finish line wins.**


4
3
2
6
5
FINISH
START
1

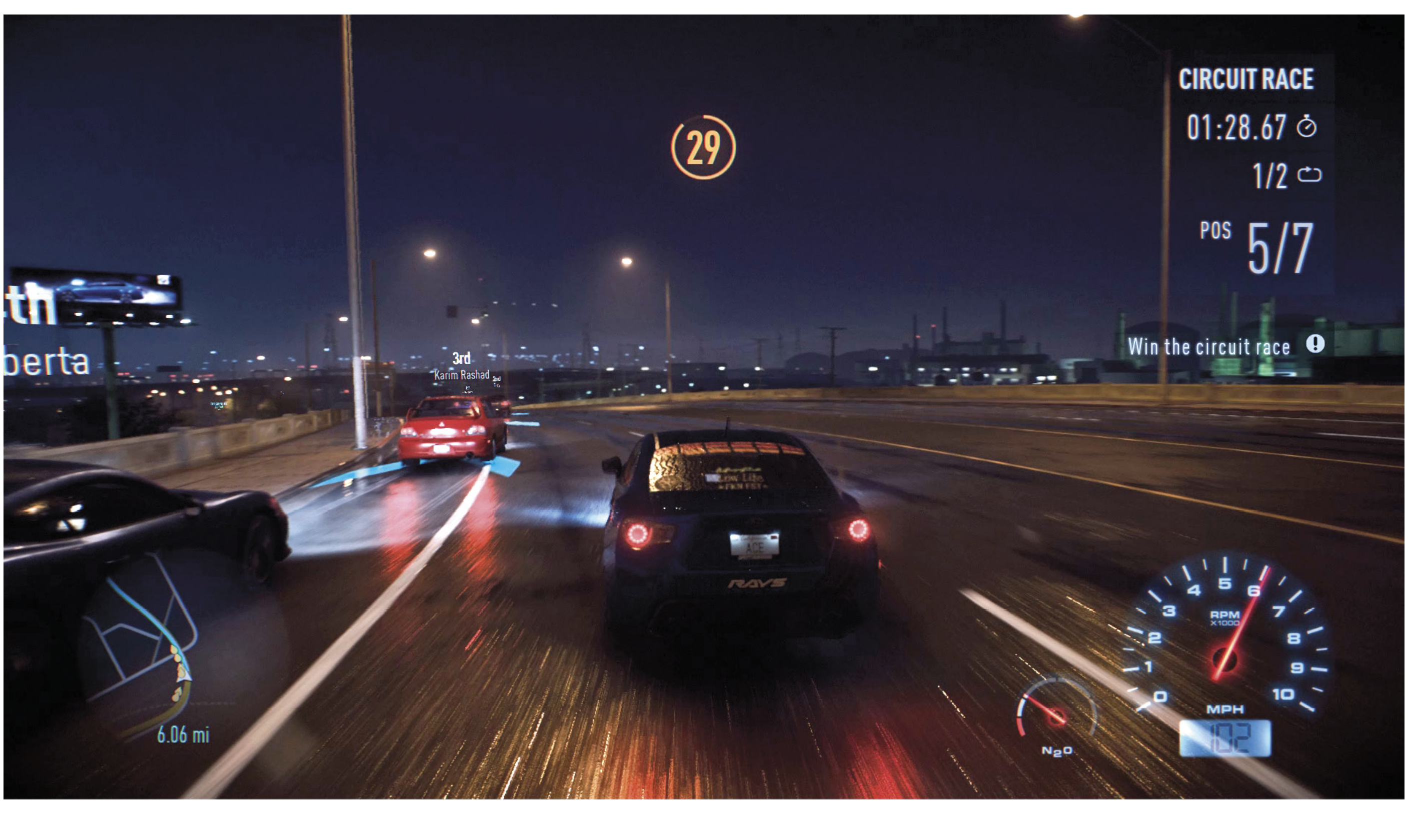
① Get a fast start on the straight section here before you hit the turn to the left. There should be no need to brake as you enter this turn since it's fairly wide and you're still getting up to speed. Let off the gas if necessary, but be ready to accelerate through the end of this turn and race into the city.


CIRCUIT RACE
09.87
1/2
POS 4/7
Win the circuit race
29
CHECKPOINT 3/60
3rd Roberta
2nd Spike
1st
8.69 mi
RPM X1000
MPH
118
N2O

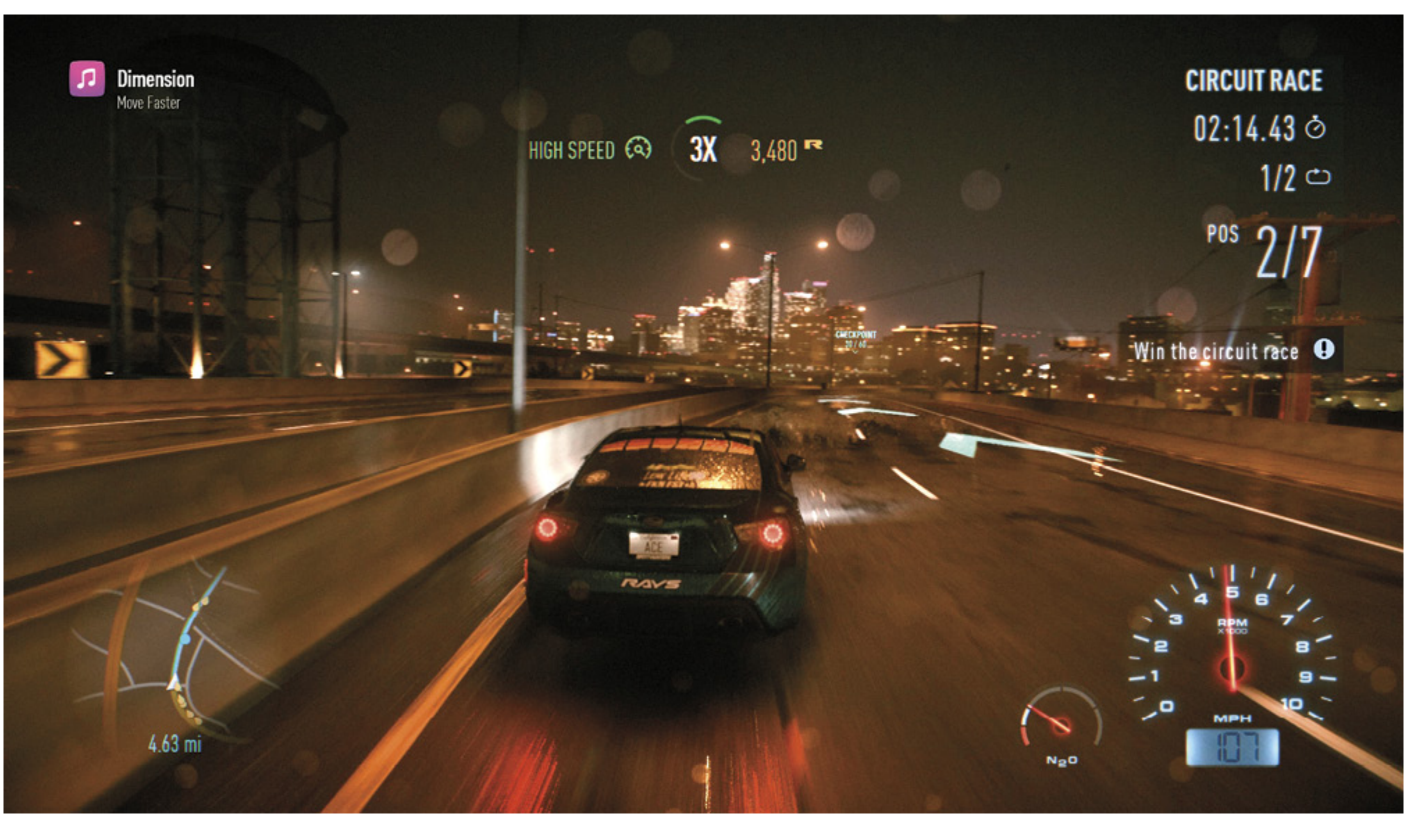
② Take the turn leading into this section to the inside. If you go too far to the right, you can hit obstacles that result in a crash. Also, don't run into the back of other cars, even if they are going the same direction as you, since you'll still collide at a high rate of speed.


GoMad! & Monster ft. Matt Rose
Under Control
HIGH SPEED
2X
1,126
CIRCUIT RACE
29.60
1/2
POS 1/7
Win the circuit race
7.98 mi
MPH
N2O

③ The turn is fairly wide as you reach the top part of town. Let off the accelerator if necessary, then throttle up into the straightaway. The few turns you encounter are mild.


29
CIRCUIT RACE
01:28.67
1/2
POS 5/7
Win the circuit race
3rd
6.06 mi
MPH
N2O

④ Slow down as you enter this left and then right set of turns. By the time you exit and begin the larger turn to the left, you are already slow enough to accelerate through this turn.


Dimension
HIGH SPEED
3X
3,480
CIRCUIT RACE
02:14.49
1/2
POS 2/7
Win the circuit race
4.63 mi
MPH
N2O

⑤ Maintain your speed as you race toward the freeway and then under it. As you approach this turn, let off the gas and slow down a bit to maintain control. While it's not tight, you are coming at it at high speed and can lose control.

⑥ This final turn to the left is wide, but can still get you. Accelerate toward it and then let off the gas as you take it on the inside. Start accelerating when you reach the middle and continue picking up speed as you race down a straightaway to begin the second and final lap. Use the same tactics as your first lap to win this circuit race.

## TIP

**Spike wants you to meet him at the Long Horn again. When you get there, he shows you Magnus' new challenge. You're getting closer. Plus, after you leave the Long Horn, Magnus calls you personally and invites you to try the new run he has created.**

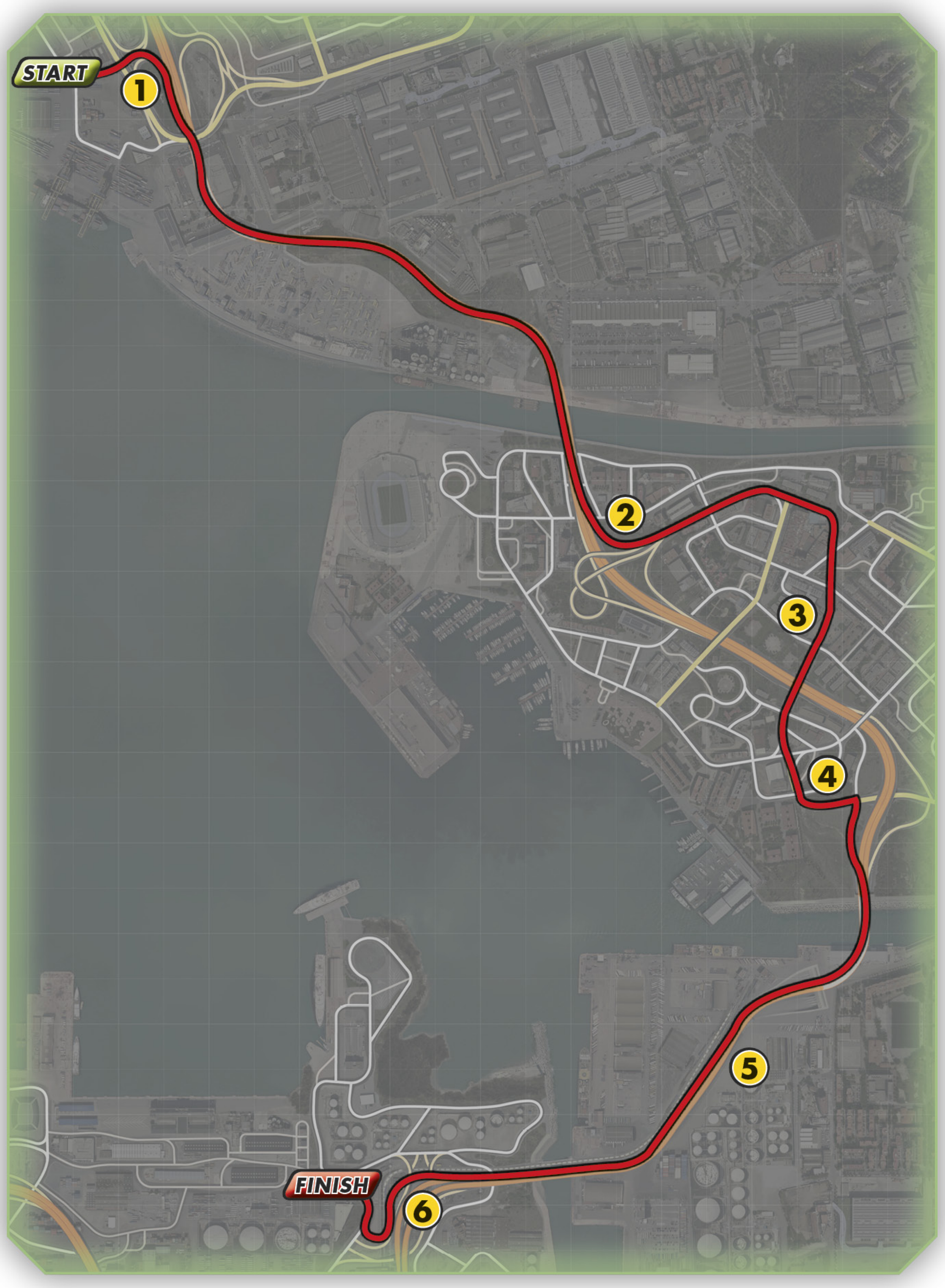
NEED FOR SPEED

Speed

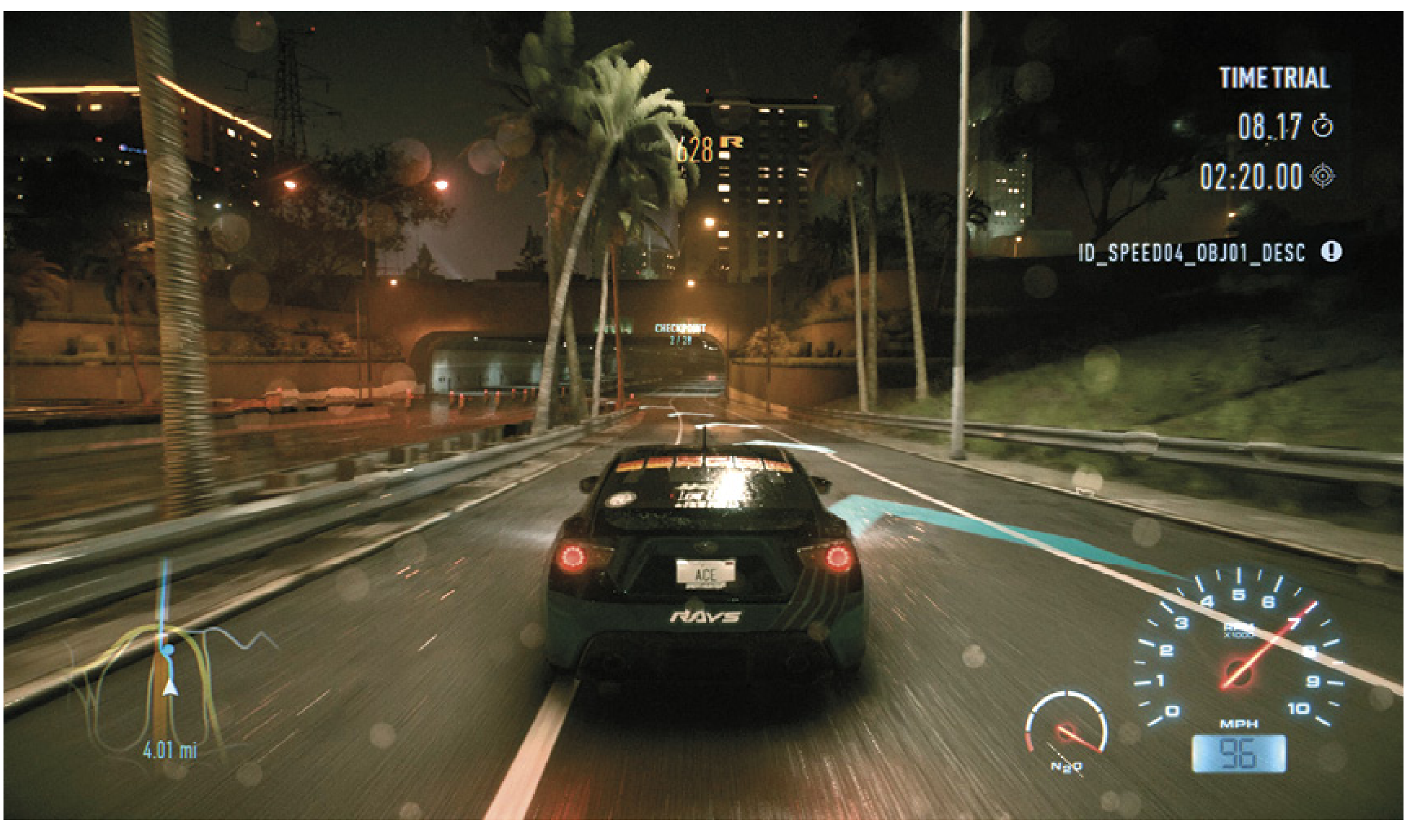
## White Knuckles

Magnus Walker's new run starts off in Burnwood. It then takes you through Royal Park and ends up in South Port. It combines running through city streets with high speed sprints along freeways. Since it's a time trial, you're racing against the clock. Spike will not be joining you on this one, so you don't have another car to help you keep the pace.

**OBJECTIVE:** Beat Magnus Walker's time of 2:10 as you race from start to finish.

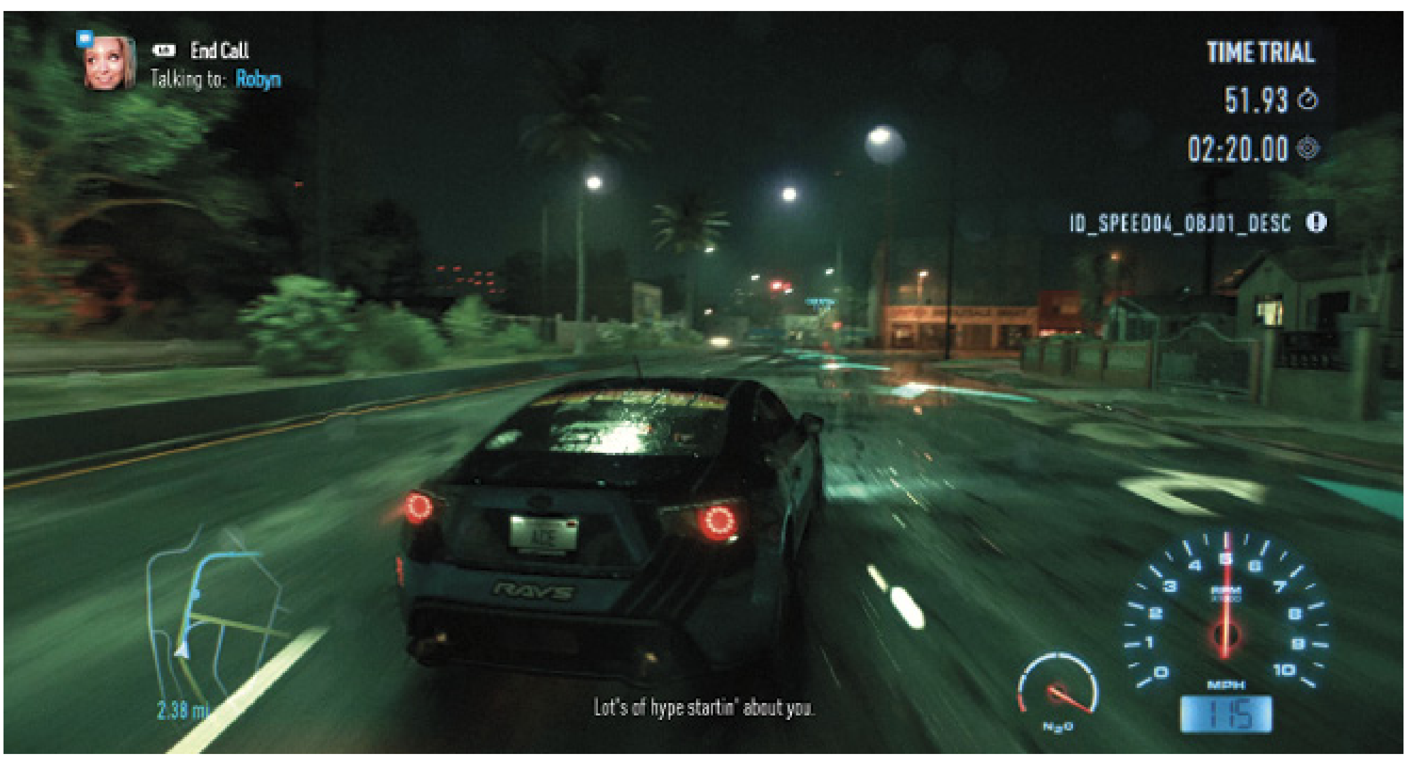


① You need to cover just over four miles in 2:10. That means you must maintain an average speed of just over 100mph. The run starts as you approach the on-ramp to the freeway. So you have a turn to the right that you can take fairly easy. Accelerate to the turn, let off as you turn, and then hit the gas and zoom onto the freeway. Sprint as fast as you can for just over a mile to get to Royal Park. During the last part of this, move to the left side of the freeway and watch for oncoming traffic.



② Take the on-ramp to get off the freeway, once again watching for oncoming traffic. The on-ramp does have a turn to the left, so slow down a bit. However, it's a lot better than the off-ramp most people take from the freeway. Let up on the throttle and tap the brakes if needed. Then punch it when you're about halfway through the turn.

③ The run through Royal Park follows wide main roads. That gives you plenty of room to maneuver. You should be driving over 100mph for most of this, slowing only for a couple of the tighter turns. Avoid collisions and keep going.

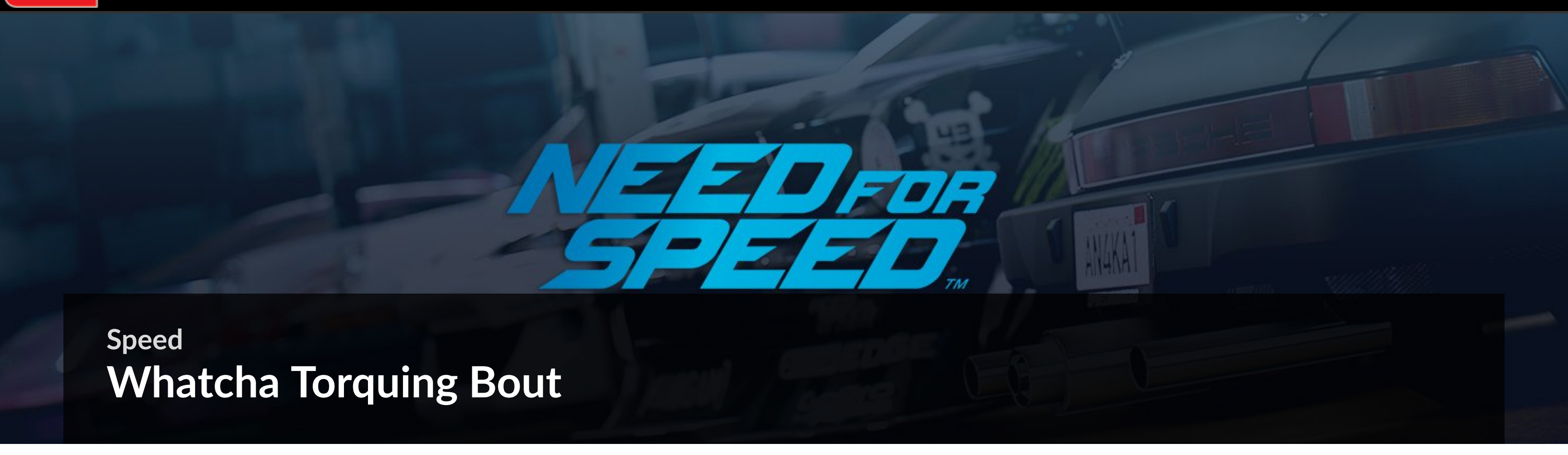


Lot's of hype startin' about you.

④ As you reach the end of the run through Royal Park, prepare for a tight turn to the left. Slow down and be sure to maintain control. Try to start on the outside and cut to the inside as you exit the turn. This puts you in a better position for the tight right turn that takes you onto the on-ramp of the freeway.

⑤ Now for another sprint on the freeway. The tightest turn here is in the tunnel right after you return to the freeway. Try to stay in the middle and let up on the accelerator if needed to slow down and maintain control. Don't get too close to the walls. There are supports that stick out that cause you to crash if you hit them. Once you exit the tunnel, floor it and make up as much time as possible.

⑥ As you get to South Port, take the first off-ramp. Yes, you are actually driving on the right side of the road for this exit! The off-ramp has a turn to the left that requires you to slow down a bit as you enter. It's followed by a 180-degree turn to the right. Don't blow it here. Slow down and even powerslide around this turn if necessary. You should still have plenty of time to take this turn, then accelerate out of it and around a wide turn to the left toward the finish line.



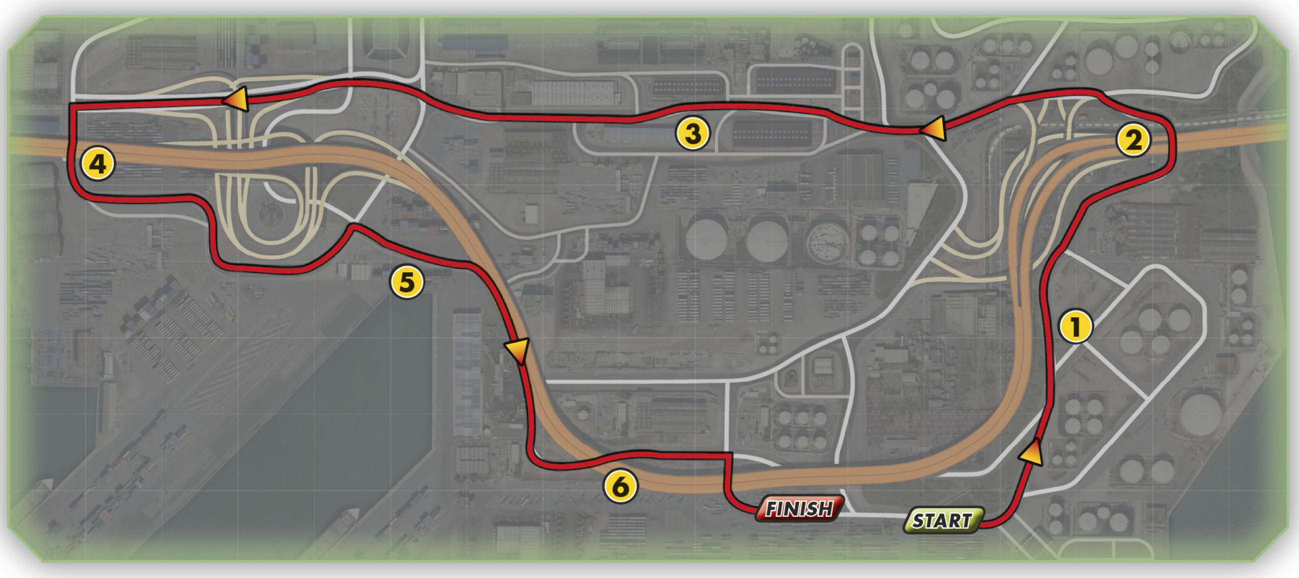
Speed

## Whatcha Torquing Bout

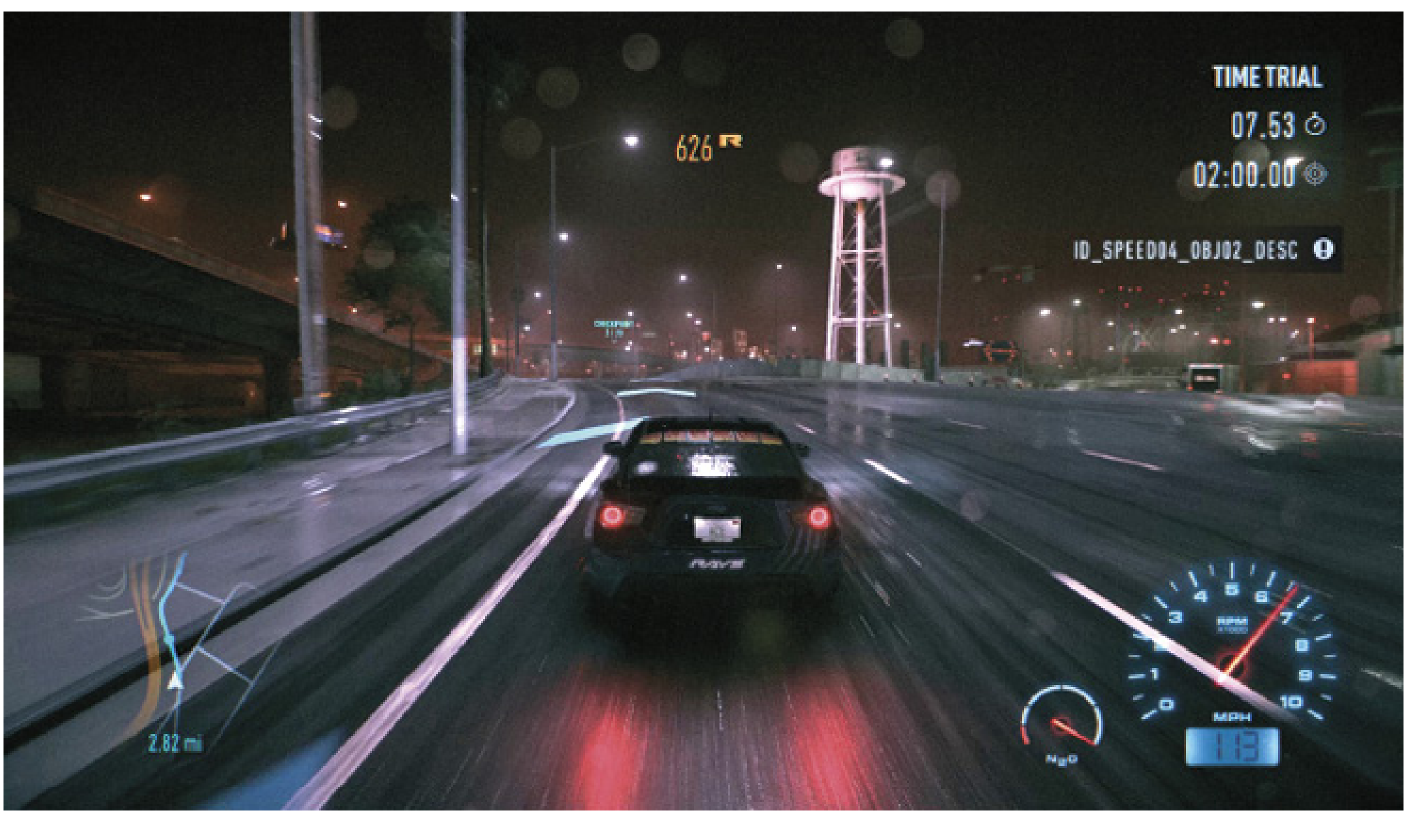
Magnus Walker is impressed with your driving. Since you passed his last run, he has sent you another one. This time, he has you racing around the streets of South Pier.

Some of these are narrow and this run not only requires high speeds, but also control around several of the tight turns. Make sure your car is tuned for grip on this one. You don't want to be sliding around like a drifter here. Spike joins you on this run.

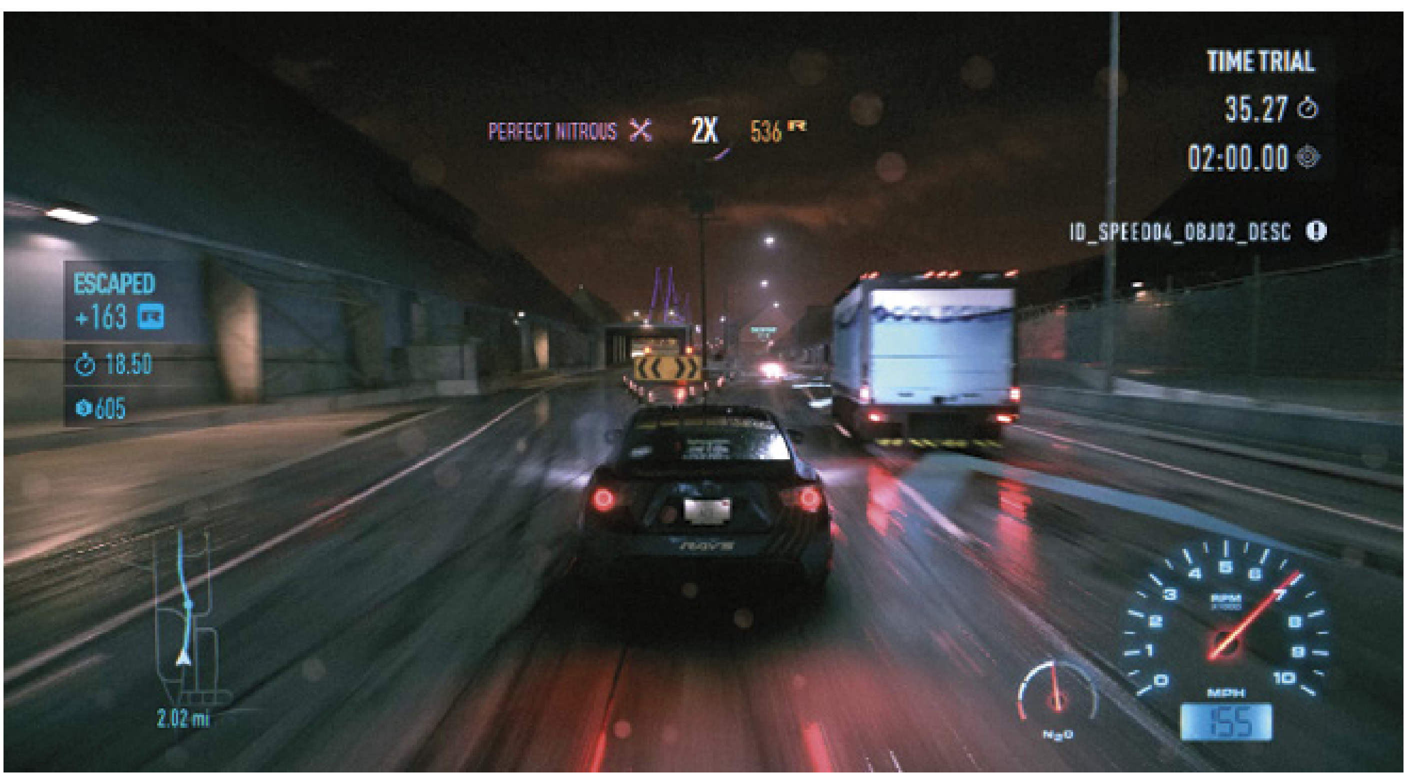
**OBJECTIVE:** Beat Magnus Walker's time of 1:41 as you race from start to finish.



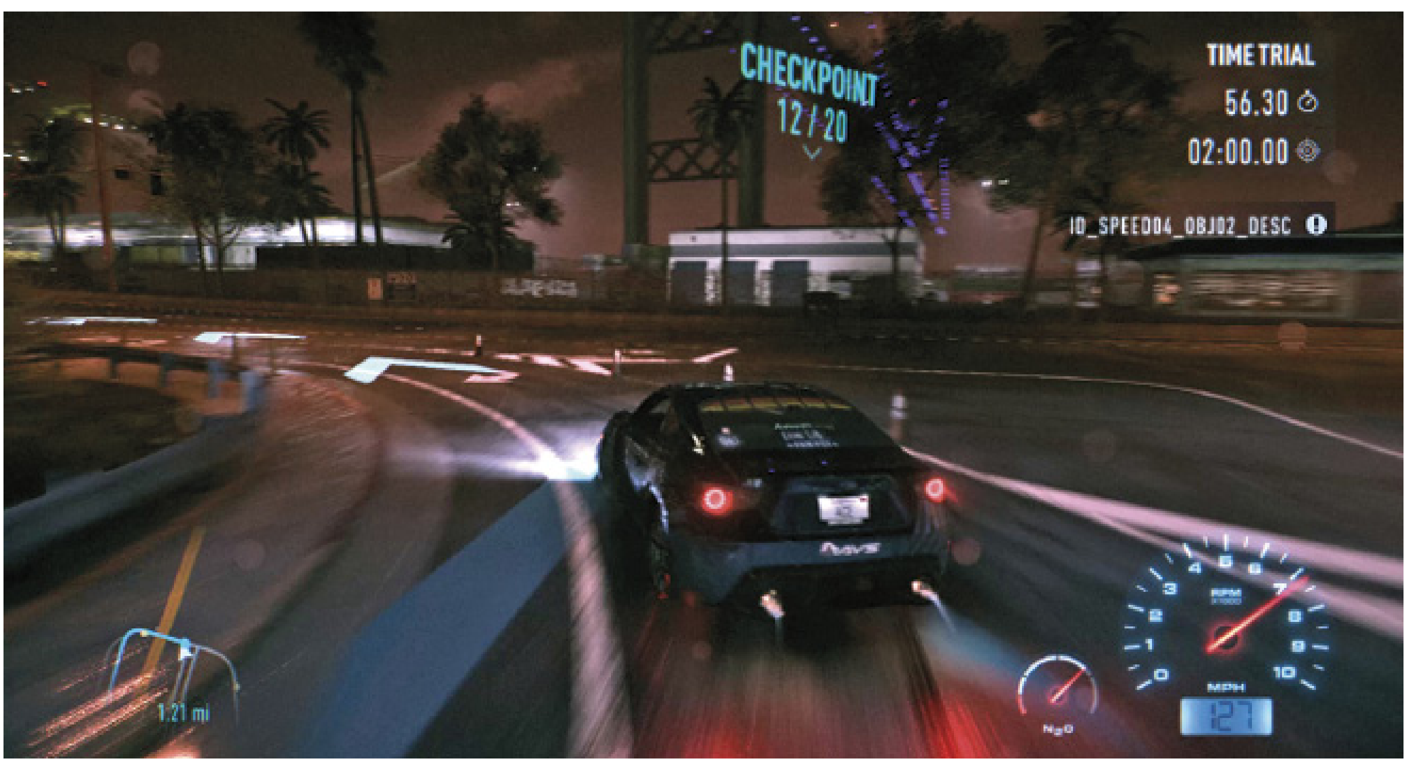
① You have to cover three miles in two minutes. That requires an average speed of 90 mph. No freeway driving here. After you make the initial turn at the start, punch it. You have just shy of a half-mile run with only mild turns. The faster you can take this section, the more time you give yourself for the tougher turns later on.



② Slow down to maintain control as you get to the first main turn, which is wide and to the left. While it may appear easy on the mini-map, you must use caution when you drive it. The road is divided and, as it goes under the freeway, there are large supports that can cause a nasty crash if you hit them. Maintain control. As you get out from under the freeway and begin to exit the turn, put the pedal to the metal and get back up to speed.



③ This part of the run is all about speed. You have over a mile of relatively straight road that takes you from one end of South Port to the other. Your main concern here is traffic. There are trucks and cars traveling slowly through this area and the road narrows near the warehouses. Look ahead and plan how you will get around them since hitting them while driving at high speed results in a crash—and lost time.



④ Now you get to the part of the run with several turns. Luckily, the streets are wide here. The first turn to the left is the trickiest because you hit it at the end of your speed run.

Let up on the gas and even tap the breaks to slow down and take this turn. Then keep going and take the next left turn. For the right and then left turn combo, enter the right wide and exit on the inside, then enter on the inside and exit wide on the left turn. Race to the intersection and powerslide around to make this right turn.

⑤ As you follow the gentle turn to the right here, watch out for the supports as the road goes under the freeway. At the end, you have a tight turn to the left. Let up on the gas before you enter and take it under control.

⑥ For the last section of the run, pick up as much a speed as you can during the straightaway, then powerslide around the turn to the right. Stay in control because you have an immediate turn to the left. The slide will have bled off enough speed that it's an easy turn. Then punch it to reach the finish. Watch out for a cop car around here that may try to cut you off. You don't want to crash within sight of the finish line!

### TIP

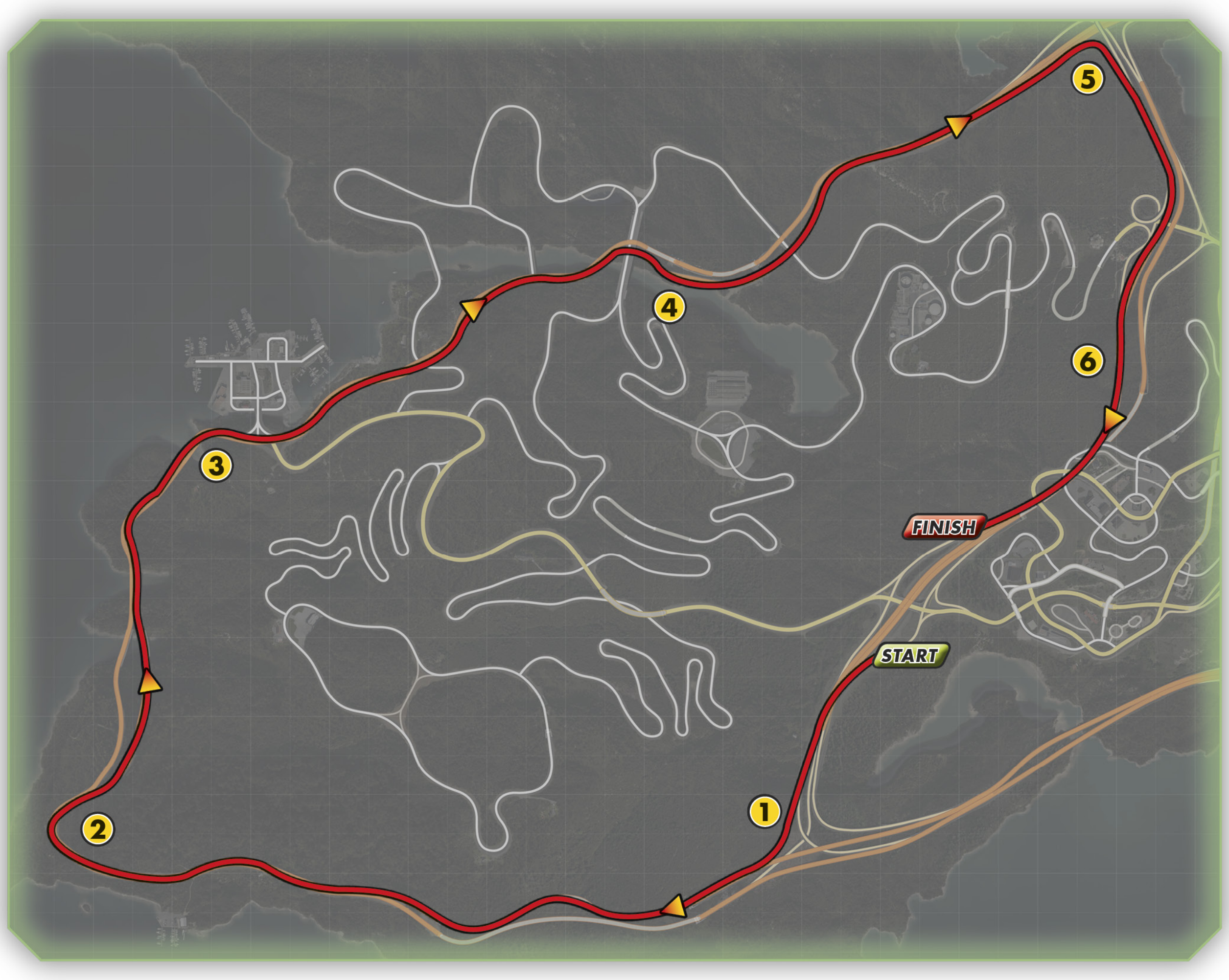
**You get a call to meet Spike at the Long Horn. Magnus Walker is very impressed with you beating his time trials. Spike is excited for a chance to eventually race with Magnus, himself.**

NEED FOR SPEED

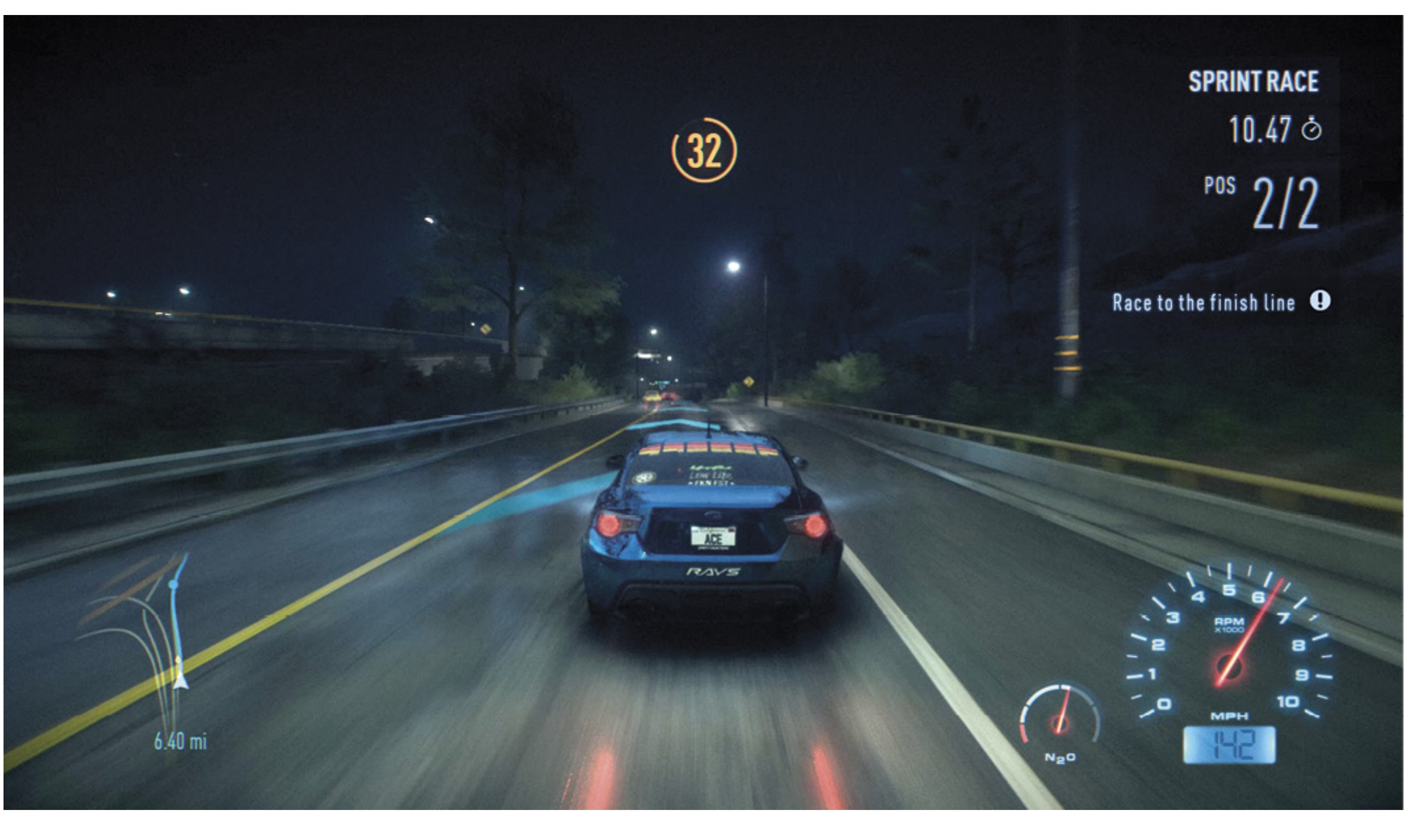
## Speed
# CJ-Tastic

After leaving the Long Horn, Magnus calls you personally. He offers a chance to drive with him. Magnus suggests a sprint race around El Rey and Franklin Terrace. This is high speed freeway driving. You're going up against Magnus and his customized Porsche, so you might want to visit the Garage first and spend some of your prize money on upgrades.

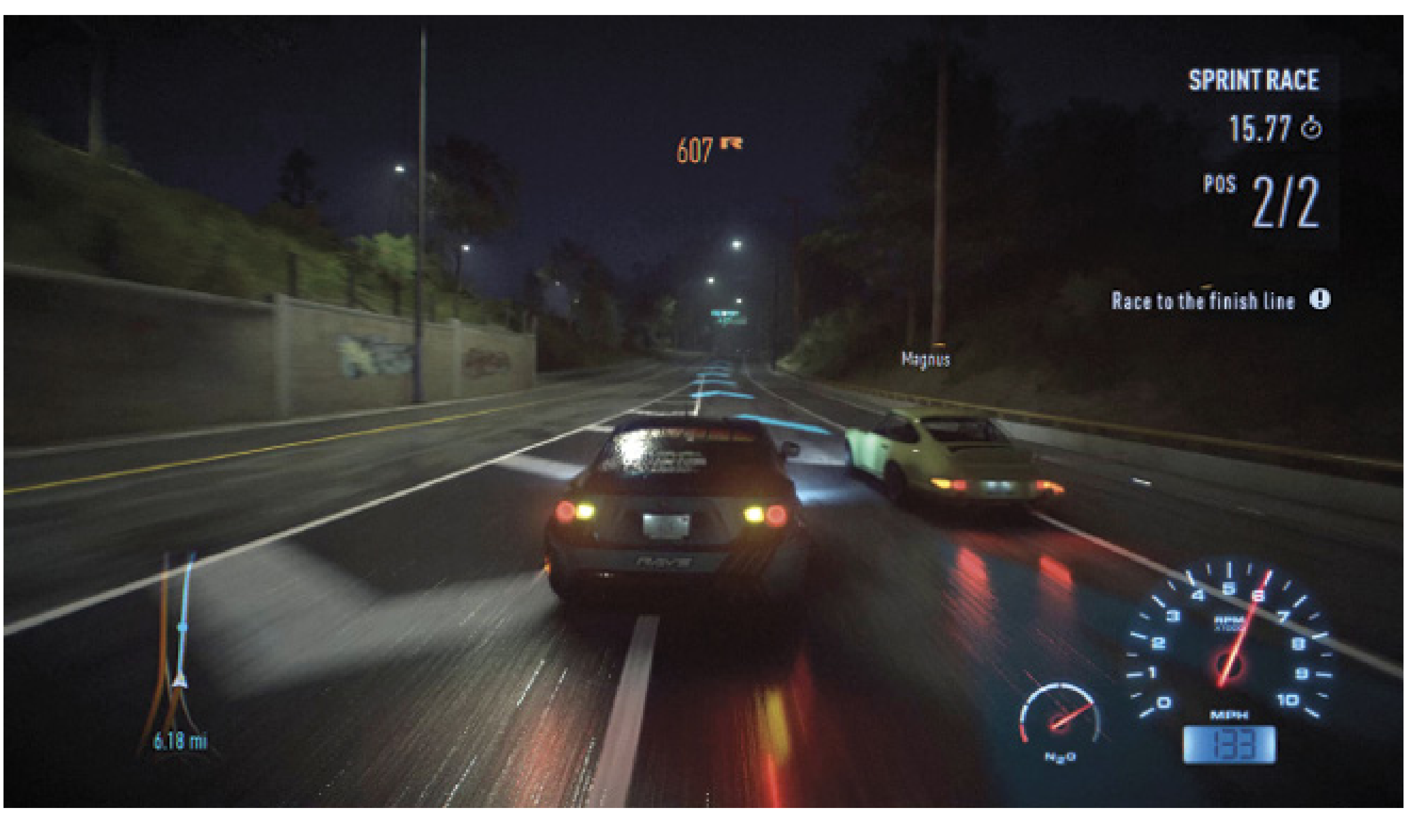
**OBJECTIVE: Race against Magnus Walker and try to beat him to the finish line.**


5
4
6
3
FINISH
START
1
2

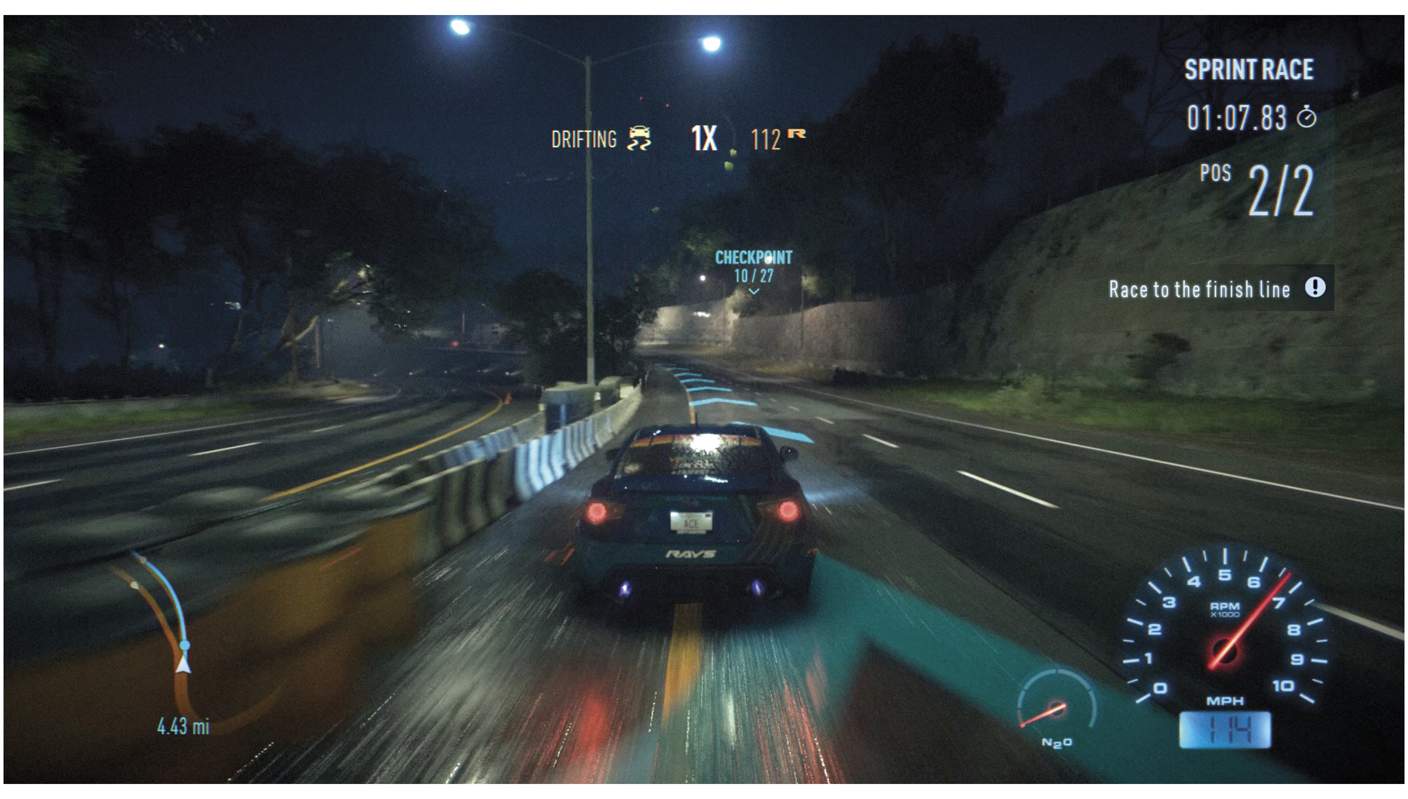
① The race starts with you already driving the on-ramp to the freeway. It has a turn in the middle, so let up on the gas when you get there since you're accelerating all the way toward it. Be ready for a few turns when you enter the tunnel. Although they're wide, you're driving fast. Be careful of the supports along the walls and slower traffic. As you exit the tunnel, open 'er up. There are a few shallow turns, so try to maintain a straight line as much as possible to minimize any turning of your wheels.


32
SPRINT RACE
10.47
POS 2/2
Race to the finish line
6.40 mi
RPM X1000
MPH
142
N2O

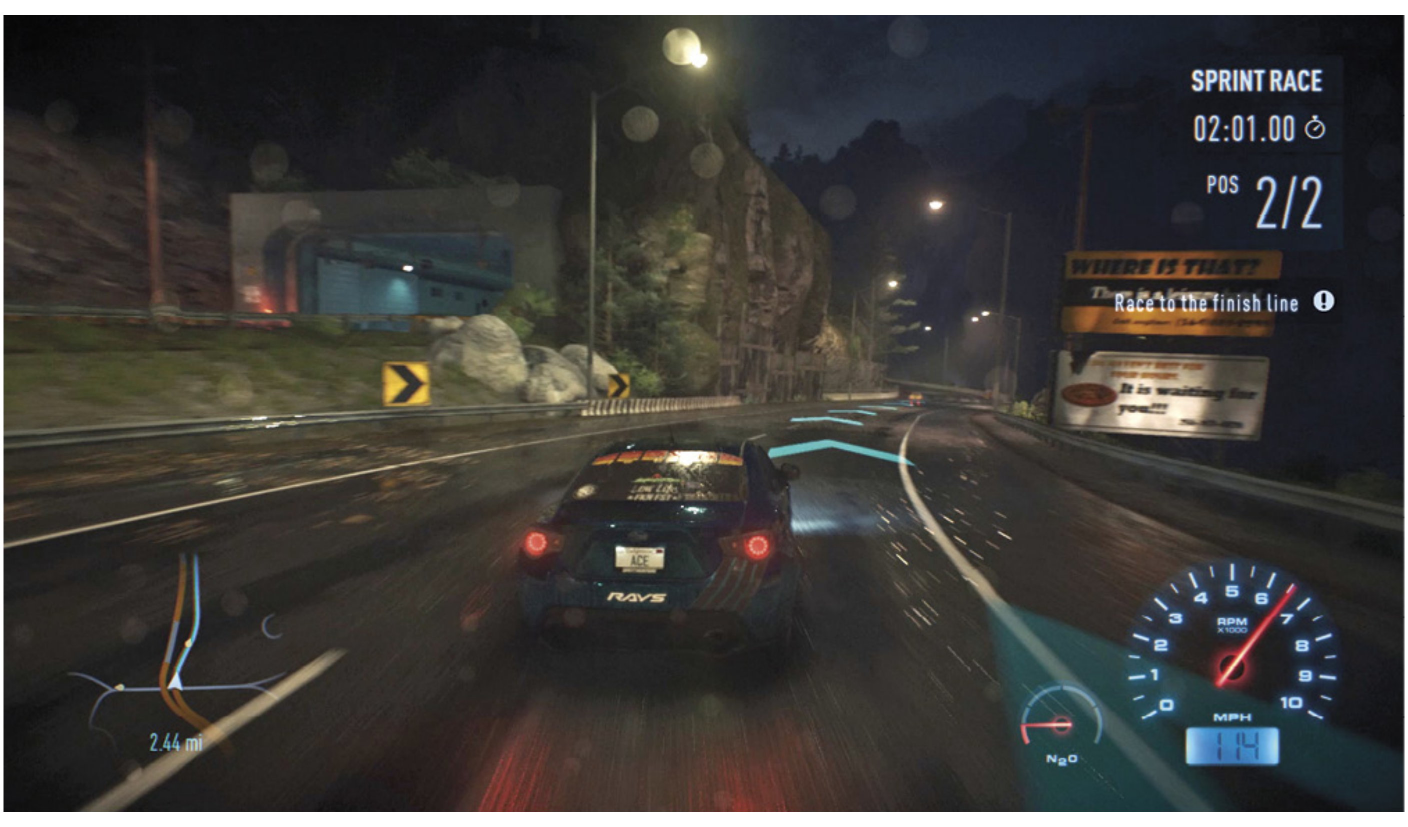
② The freeway takes a turn to the right here. It's wide, but let off the gas as you enter and tap the brakes if necessary to take this turn under control. Exit the turn on the inside to the right. The freeway separates immediately after this turn and if you're driving in the middle, you may hit the divider and crash. Now accelerate up to top speed as you head to El Rey.


607
SPRINT RACE
15.77
POS 2/2
Race to the finish line
Magnus
6.18 mi
MPH
133
N2O

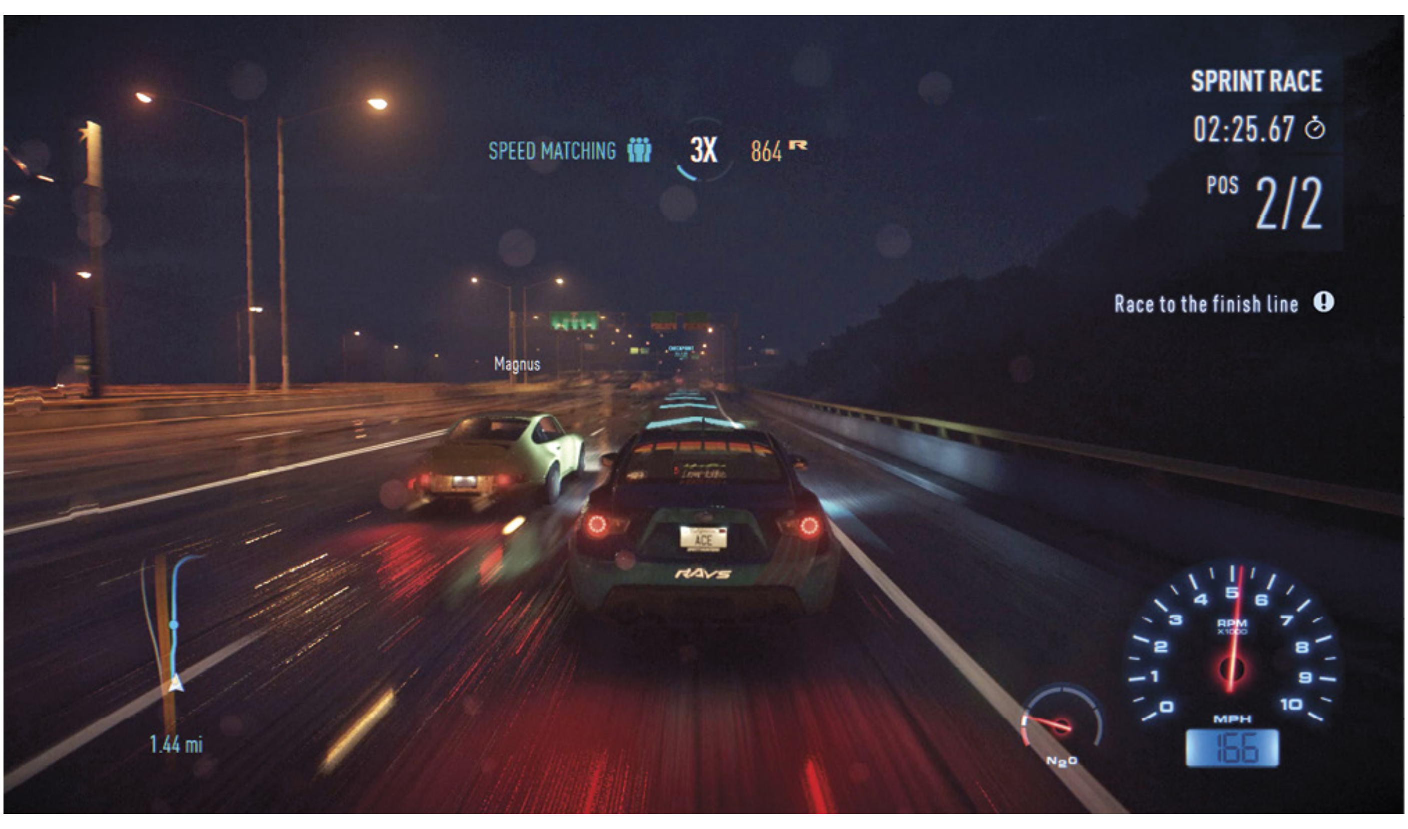
③ As you approach El Rey, there's a tight turn—at least for high speed driving. Stay to the right as you enter so you have plenty of room to make this turn. Exit on the outside. Pick up speed as you go through a series of slight turns. Right after you go across an overpass (it looks like an intersection on your mini map) get ready for a turn to the left. It doesn't look tight on the mini-map, but it can cause a crash if you hit it too fast. Stay to the left of the road as you enter and drive a line toward the right side of the road at the exit. This gives you a fairly straight drive line through this turn.


DRIFTING
1X
112
CHECKPOINT
10 / 27
SPRINT RACE
01:07.83
POS 2/2
Race to the finish line
4.43 mi
RPM X1000
MPH
114
N2O

④ Stay to the right where the freeway divides here. This takes you through a tight turn. Slow down a bit for this first turn, then hit the gas through the rest of this stretch. If you're still trailing Magnus, this is a good place to catch up.


SPRINT RACE
02:01.00
POS 2/2
WHERE IS THAT?
Race to the finish line
2.44 mi
RPM X1000
MPH
114
N2O

⑤ Take a ramp that leads to another freeway here. There's a tight turn in the middle of this ramp, so slow down as you approach, then accelerate out of the turn. This is your last chance to let those horses run on the freeway, so get up to top speed.


SPEED MATCHING
3X
864
SPRINT RACE
02:25.67
POS 2/2
Race to the finish line
Magnus
1.44 mi
RPM X1000
MPH
166
N2O

⑥ The finish line is right on the freeway, so don't worry about an off-ramp. Instead, the only concern for the final leg is the turn in the tunnel. It goes to the right, so stay on the right side of the road to give yourself room to move left as you go through the turn. Magnus does not let up here, so you have to keep your speed up all the way to the end.

NEED FOR SPEED

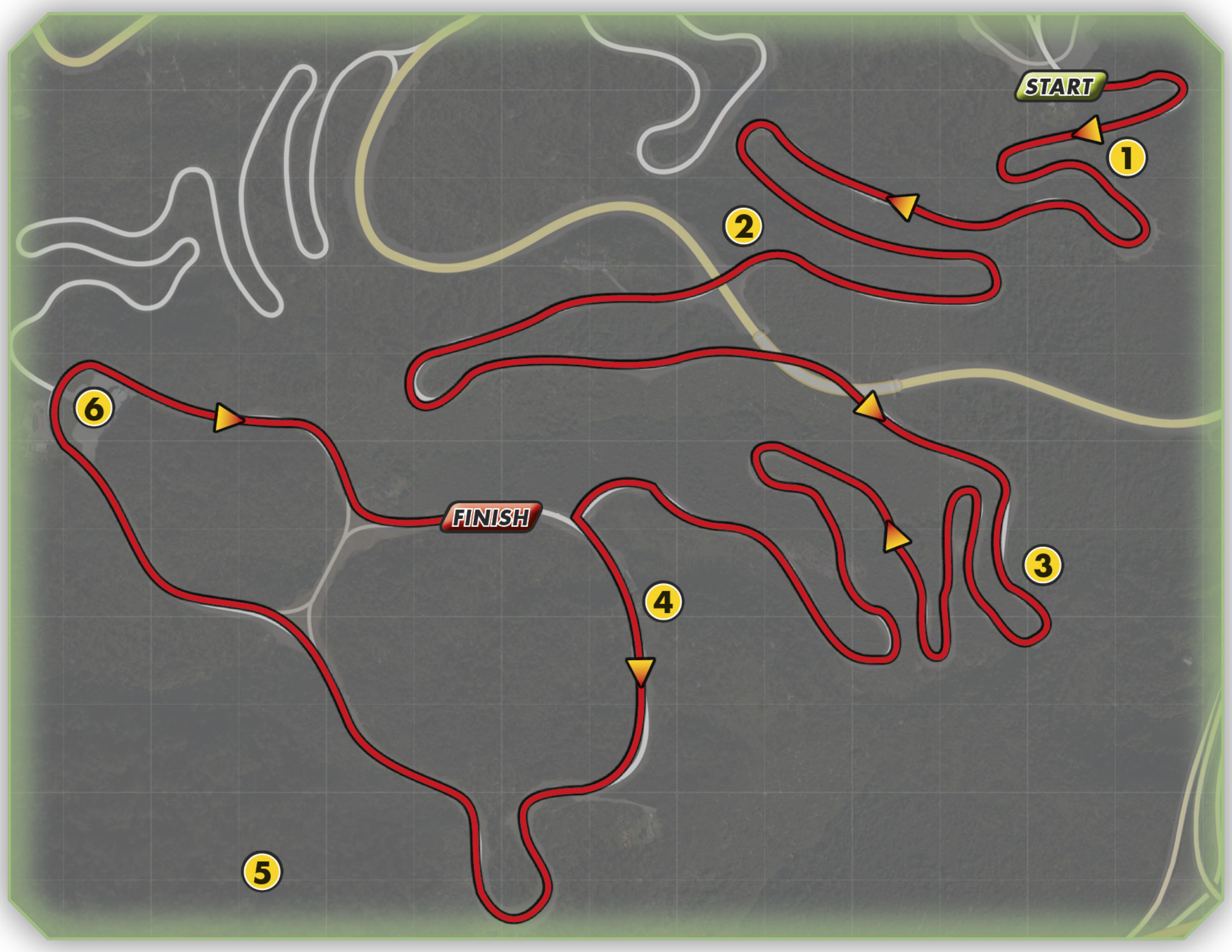
## Speed

# Business or Pleasure?

Magnus Walker was impressed after racing against you, so he has another sprint race for you. However, this is no freeway run. He challenges you to try to beat him on the curvy mountain roads near Sinner's Peak.

While speed is important here, control is even more so. Your car needs to grip the road like nobody's business if you want to stand a chance against Magnus. You need to beat Magnus to get another invitation from him after this race.

**OBJECTIVE: Beat Magnus Walker to the finish line in this sprint race.**



① Magnus' car is fast, but he slows down on the turn. This first leg has some very tight turns connected by short straightaways. Build up speed on the straightaways, then slow down as you approach the turns. If you try to turn without slowing down, you will drive right into the guardrails. Then accelerate out of the turn and get ready for the next one. The last few turns here have some long straightaways, so stay on Magnus here and then pass him on the turns.

② You have some long fairly straight runs here with a hairpin turn in the middle. The straightaways still have some turns, so take each one on the inside to drive a straight line through them. Be sure to slow down for the hairpin turn to the left. Especially since you approach it at high speed.

SPRINT RACE
24.07
POS 2/2
Race to the finish line
DRIFTING 1X 152
Magnus
5.21 mi
RPM
MPH
73

③ The next section has a lot of tight turns. You are either accelerating out of a turn here, or slowing down as you enter one. Try to stay in the middle and powerslide around the turns.

④ When the road comes to a T-intersection, go to the left. Speed up along the straight section here, but get ready for a turn to the right. Stay on the inside as you enter and exit wide.

⑤ After coming around that turn, you now have a series of turns that are difficult because they're close together. Immediately after taking a turn to the left, you have to go around a 180-degree turn to the right, which is then followed by a turn to the left. The key is to maintain control through each one. Try to hold an inside line around these turns so you're in a better position for the next one. Then hit the gas and go as fast as you can. There are some shallow turns, so take them on the inside. If you were able to get out in front of Magnus, he tries to catch up and pass you here.

⑥ The final big turn of the race is to the right and relatively wide. Don't be overconfident and fail to slow down here, even if Magnus is on your tail. He slows down a bit and you need to maintain control. Start accelerating just before you exit and sprint to the finish line. There are a few shallow turns, so take them on the inside and get to the end before Magnus or you have to do this event again.

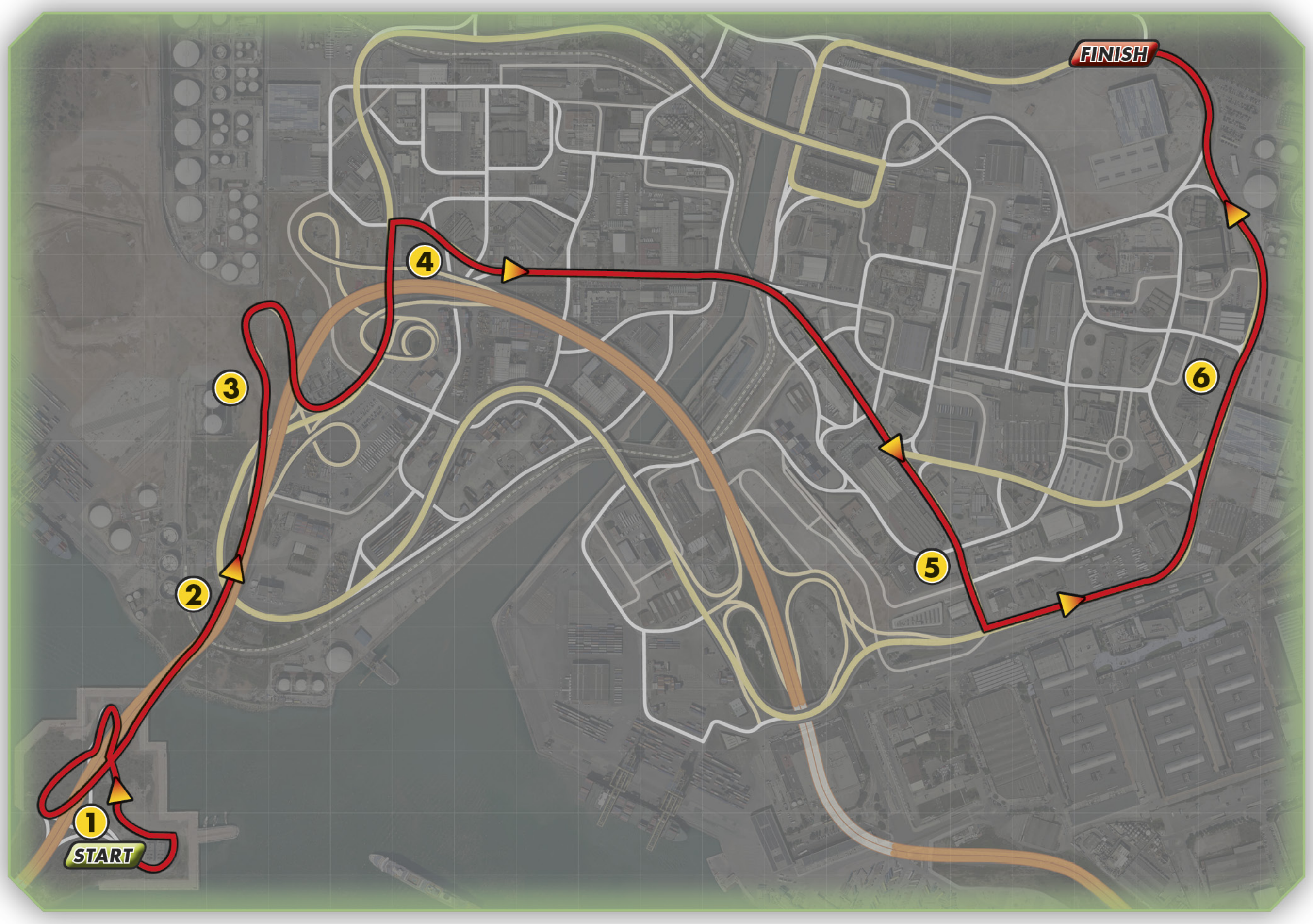
NEED FOR SPEED™

Speed

## Red Lines

Once you beat Magnus in the Business or Pleasure event, he gives you a call. He has another sprint race for you. This time it's in Burnwood. While it has a short leg on the freeway, the rest are on city streets where there's more traffic—and cops.

**OBJECTIVE:** **Beat Magnus Walker to the finish line in this sprint race.**



① The race starts off on a little island. Race around the turns. They're pretty tight and, if you're trying to accelerate as you go around them, you'll run into the walls. Also look ahead to the next turn so you can plan your exit from one to position yourself to enter the next.

② You enter the freeway via an off-ramp and will be driving against traffic. Get going as fast as you can and stay on the left side since you need to be there for the exit and the freeway is divided.

SPRINT RACE
59.17
POS 1/2
Race to the finish line
DESTRUCTION
1X
124
2.50 mi
MPH
73

③ Magnus has you exiting the freeway using the on-ramp. Maintain your speed and then slow down as the ramp makes a tight turn to the right. Stay in control and be ready for a turn to the left onto a main road. Don't take this turn too wide or you may hit obstacles and crash. Hit the gas and get back up to speed.

④ Powerslide around the sharp turn to the right. You are now on a wide road with shallow turns. Put the pedal to the metal and let those horses loose! There are some cops shortly after the turn, so watch from them pulling out in front of you. By the time to get to the end of this leg, they will be left behind in your dust.

⑤ Watch for the T-intersection at the end of this road. You need to make a turn to the left. Slow down and powerslide if necessary. Again, avoid taking it wide or you might hit some obstacles on the right side of the road and crash. Accelerate out of the turn and punch it.

⑥ There are some wide, shallow turns as you race along the main road. Try to stay in the middle as you go around these turns to avoid obstacles. As you get near the finish line, you have a long wide turn to the left. However, in the middle it has a shallow turn to the right. It doesn't look bad on the mini-map, but this turn can hurt you if you are not prepared. Slow down as you approach it. Take these turns on the inside so you have a straighter driving line. Once you get around this smaller turn, accelerate around the longer, wider turn to the left all the way to the finish line.

## TIP

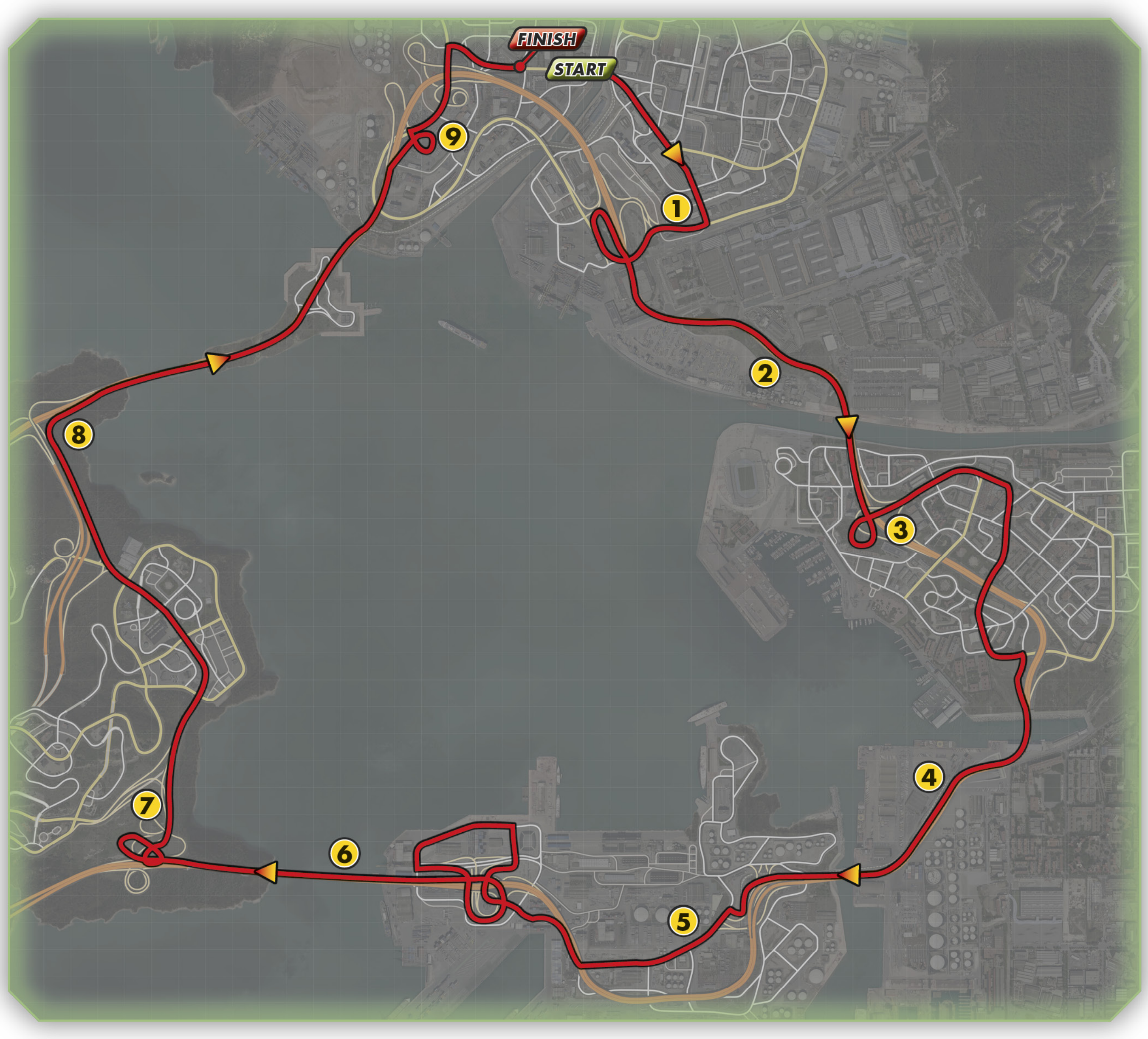
**Racing against Magnus has been great. However, Spike finds out about it and wants you to meet him at the Long Horn.**

Speed

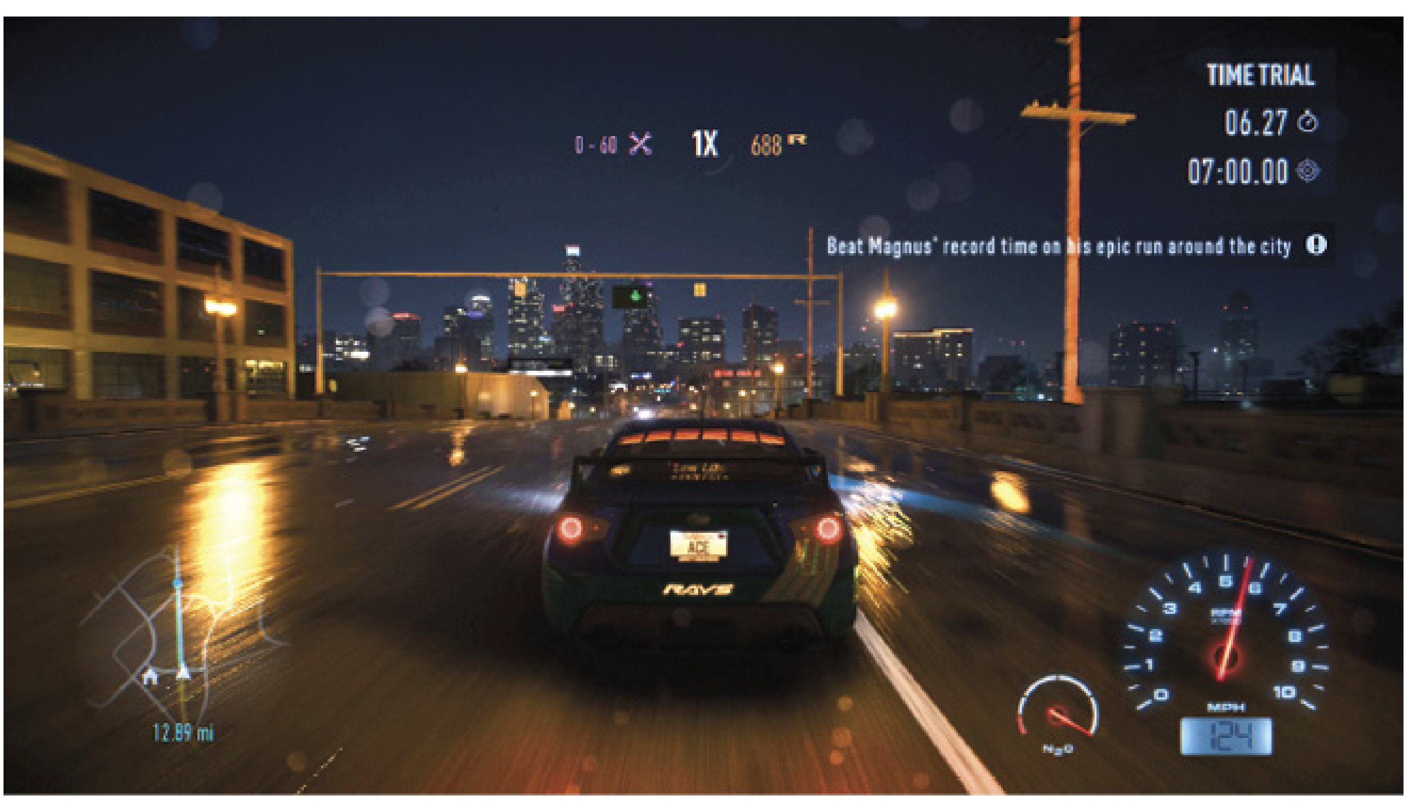
# Macdermids Mile

This is the last event for the Speed category. It's a time trial around the entire city that combines sections of racing through city streets connected by runs on the freeways. You must cover 13 miles within 5:41. There's not a lot of room for error on this one and nobody is running it with you. It's just you and the clock.

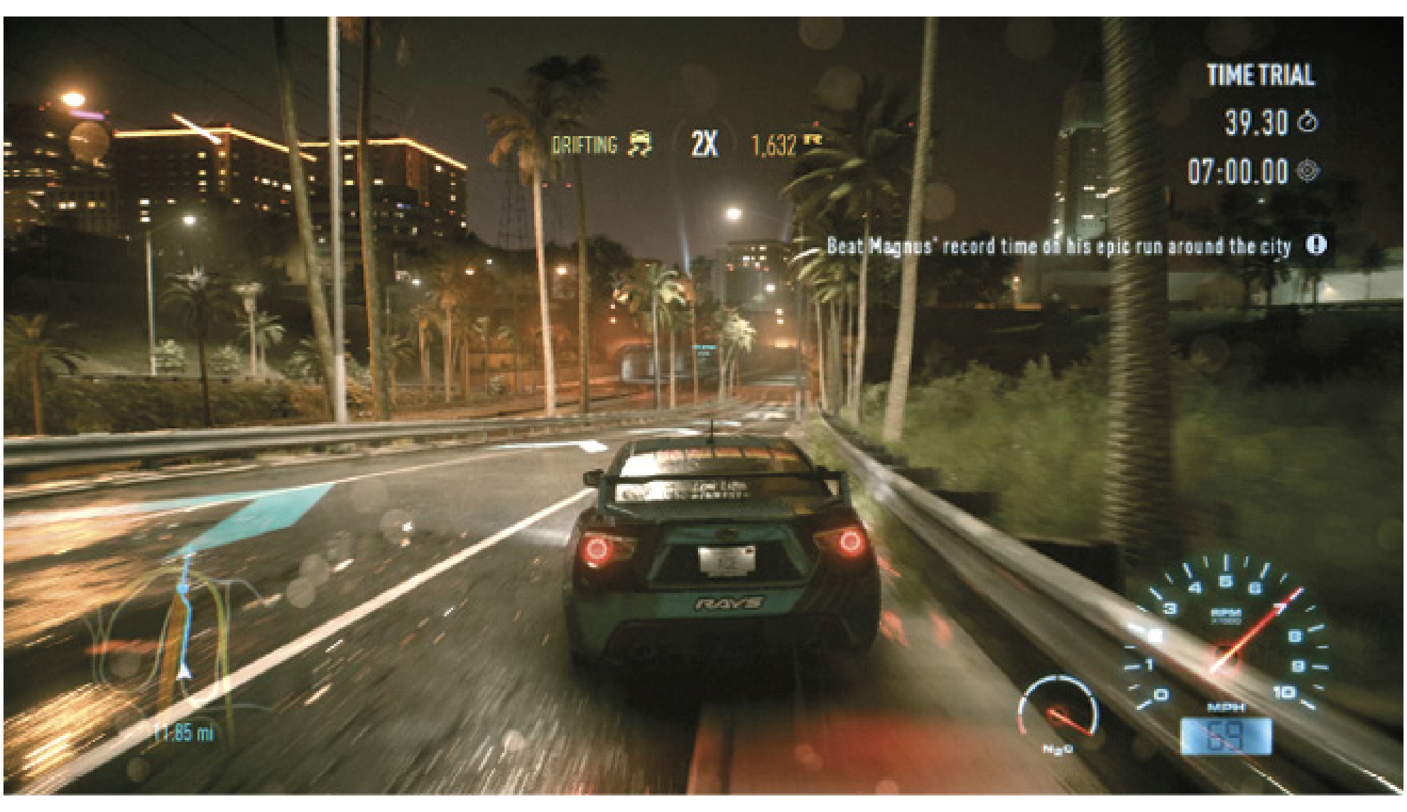
**OBJECTIVE: Bear Magnus' record time of 5:41 on his epic run around the city.**


FINISH
START
1
2
3
4
5
6
7
8
9

① The race begins in the middle of Burnwood. Reach top speed along the city street, then prepare for a sharp right turn. Accelerate and then slow down again as you go around the turns of the on-ramp to the freeway leading to South Port.

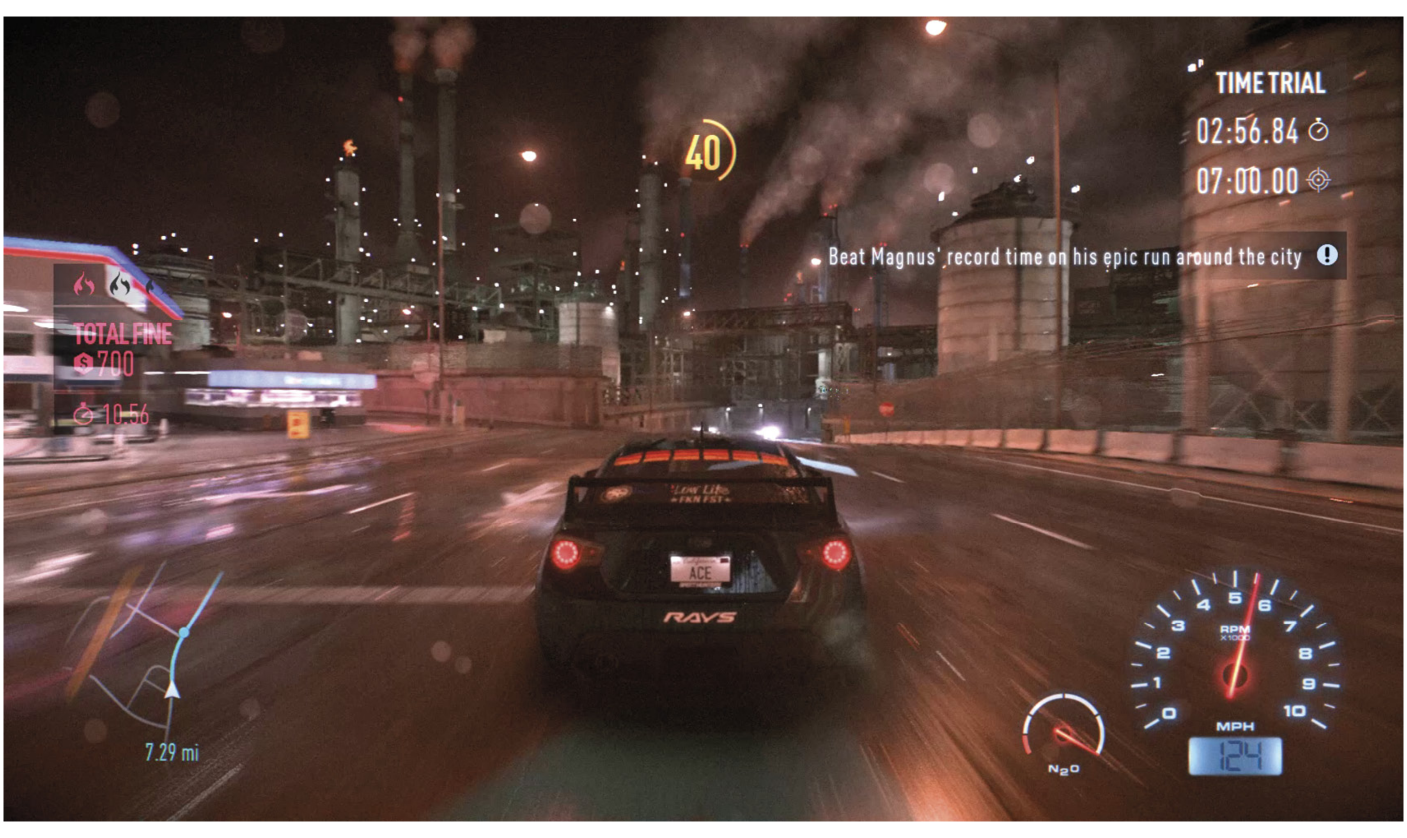

0 - 60
1X
688
TIME TRIAL
06.27
07:00.00
Beat Magnus' record time on his epic run around the city
12.89 mi
124

② For this leg on the freeway, you have only some wide turns. Drive as fast as you can and don't slow down until you're in South Port.


DRIFTING
2X
1,632
TIME TRIAL
39.30
07:00.00
Beat Magnus' record time on his epic run around the city
11.85 mi
69

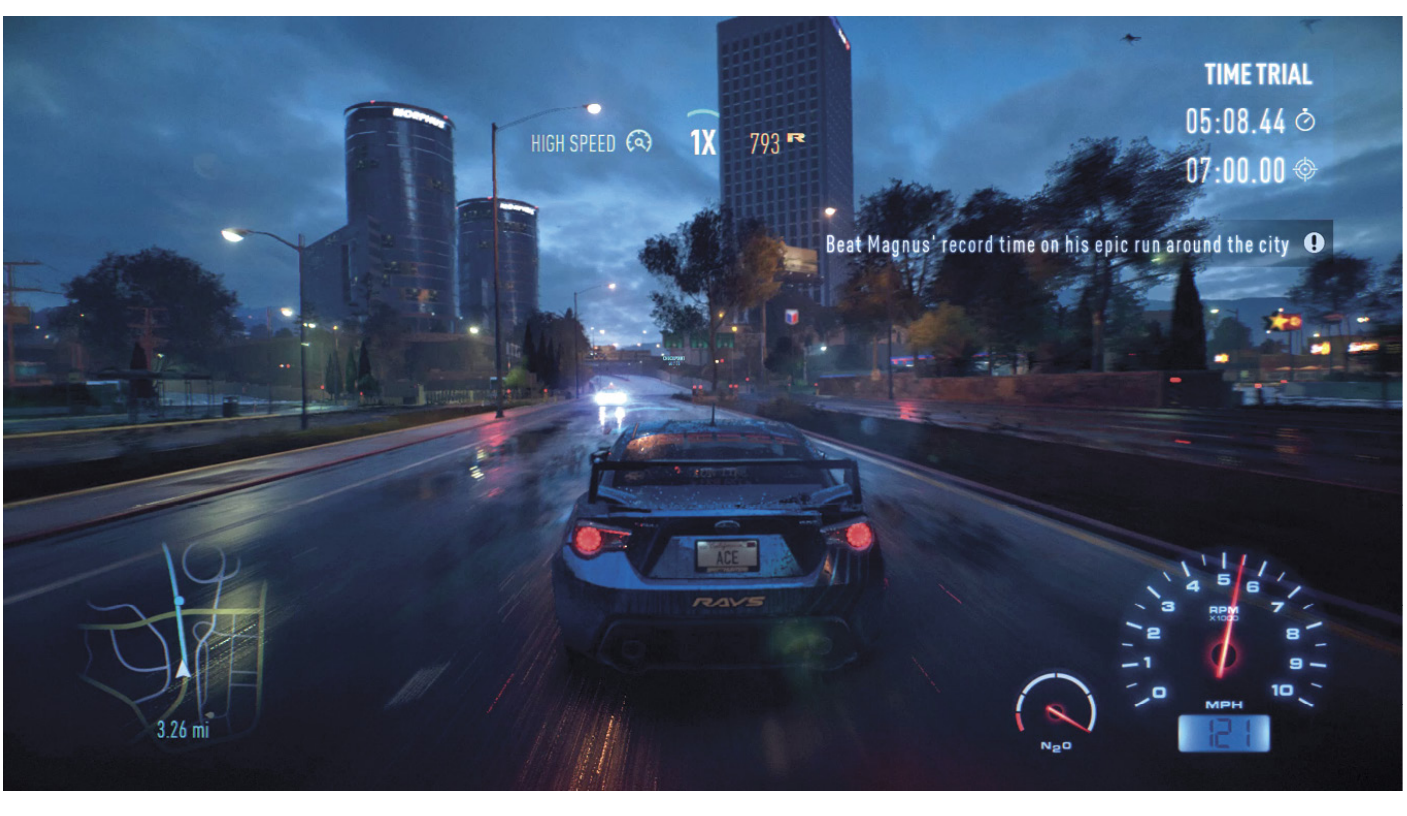
③ The off-ramp at South Port has a tight 270-degree turn to the right. As you exit, hit the gas. There are a few turns in this part of town, but the roads are wide and you can powerslide through the tighter one. As you get to the end of this leg, you have a turn to the left. Slow down for this one. While it's possible to take it fast, you have a quick turn to the right to get onto the freeway on-ramp. By staying in control, you're better able to make that last turn.

④ This is another high-speed freeway run. Remember there's a turn inside the tunnel that can take you by surprise, so stay in the middle of the roadway. Continue all the way to South Port as fast as you can.


40
TIME TRIAL
02:56.84
07:00.00
Beat Magnus' record time on his epic run around the city
TOTAL FINE
$700
7.29 mi
124

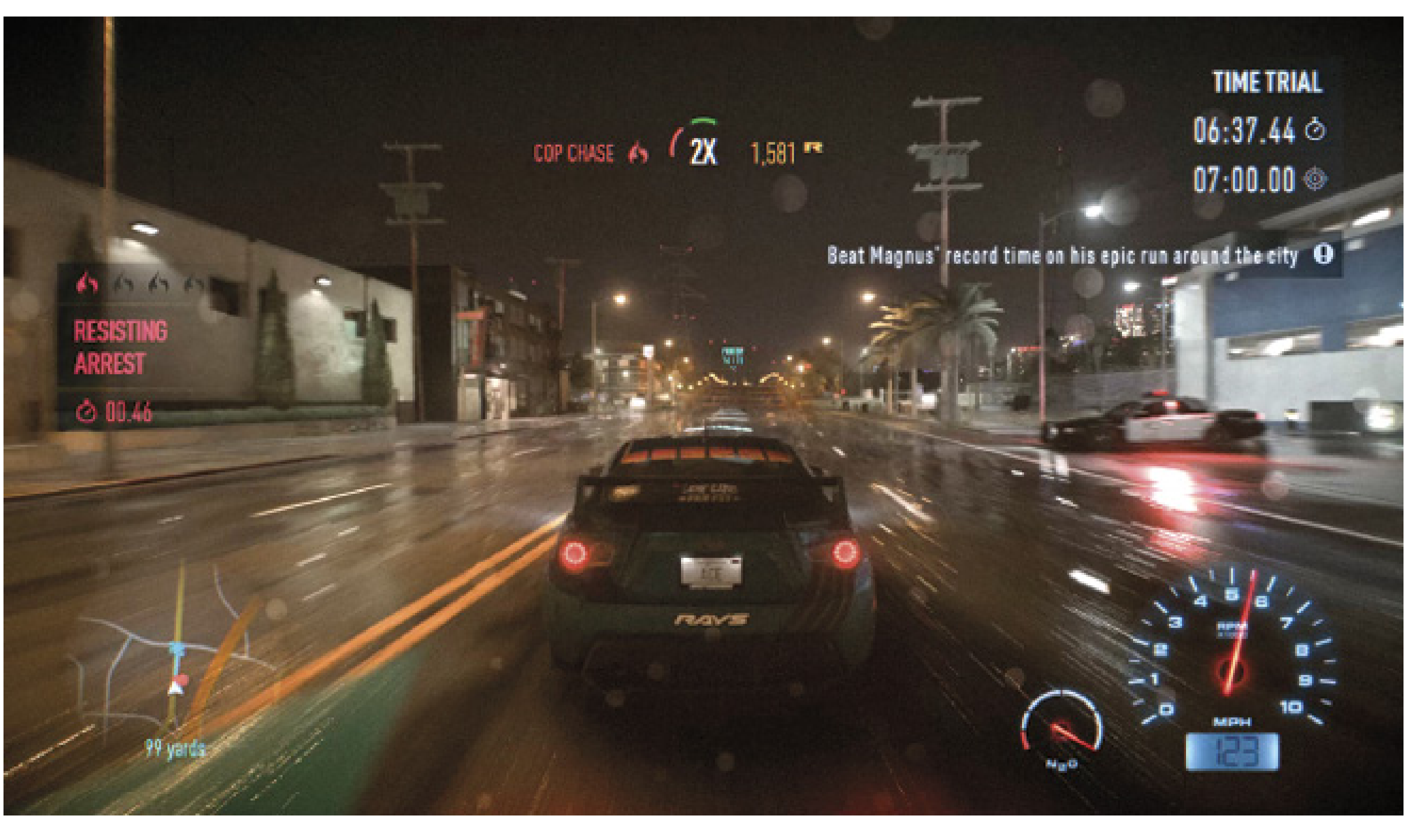
⑤ The off-ramp to South Port has some tight turns, so slow down as you enter them. The first part of the race through this area is fast and straight. However, slow down for that first turn to the right since it can take you by surprise as you approach at high speed. Now you have several turns as you make your way toward the on-ramp back onto the freeway. There are lots of cops in South Port, but you'll likely lose them quickly.

⑥ Another freeway section lets you show what your car can really do. It's straight all the way to the next exit. Your main concern is traffic. Compared to how fast you're driving, those cars might as well be standing still. Don't hit them or you will crash.


HIGH SPEED
1X
793
TIME TRIAL
05:08.44
07:00.00
Beat Magnus' record time on his epic run around the city
3.26 mi
121

⑦ The off-ramp that leads to Franklin Terrace has several turns, so slow down as you take them. Once you get onto the city streets, hit the gas—there's only one turn that you can take at high speed. Before you know it, you'll be taking an on-ramp back onto a freeway.

⑧ You must take a ramp to get onto the freeway to Burnwood. You can speed along this ramp, but must slow down as you make the turn to the right in the middle. As soon as you get around it, hit the gas and don't slow down until you reach Burnwood.


COP CHASE
2X
1,581
TIME TRIAL
06:37.44
07:00.00
Beat Magnus' record time on his epic run around the city
RESISTING ARREST
99 yards
123

⑨ The off-ramp at Burnwood is a 270-degree turn to the right with a tight right turn onto a main road at the end. Accelerate once again. There's another tight turn to the right in the middle of this leg, but by letting off the throttle as you approach and powersliding around it, you can then punch it to get to the finish line. Watch out for a cop that likes to pull out in front of you near the end. You don't want to crash with the finish so close.

## TIP

**After beating his last run for you, Magnus calls and invites you to the Long Horn. He's there with the rest of the gang celebrating your accomplishment.**

Style

# Meet Manu

Spike introduces you to the crew. One of the guys is Manu. He's big and strong, but is more like a teddy bear than a grizzly. In fact, while the other crew members are into speed and power, Manu focuses on the Zen of driving. He's your guide to driving with Style and your mentor for the drift.

Manu's goal is to drift around Ventura Bay and get the attention of Ken Block of Hoonigan Racing. In fact, if you and Manu can do enough drifting events well, maybe Ken will come to Ventura Bay and drift with you. That's at least something to strive for.

After running a few events, Manu gives you a call and invites you to the diner to meet up with everyone. The topic of the discussion is drifting. After everyone else leaves, Manu invites you to go drifting with him. When he sets something up, he'll give you a call.

## TIP

**While you may be invited to drift events by other members of your crew, those events advance the storyline toward other objectives. Manu's invites lead you down the Style road.**

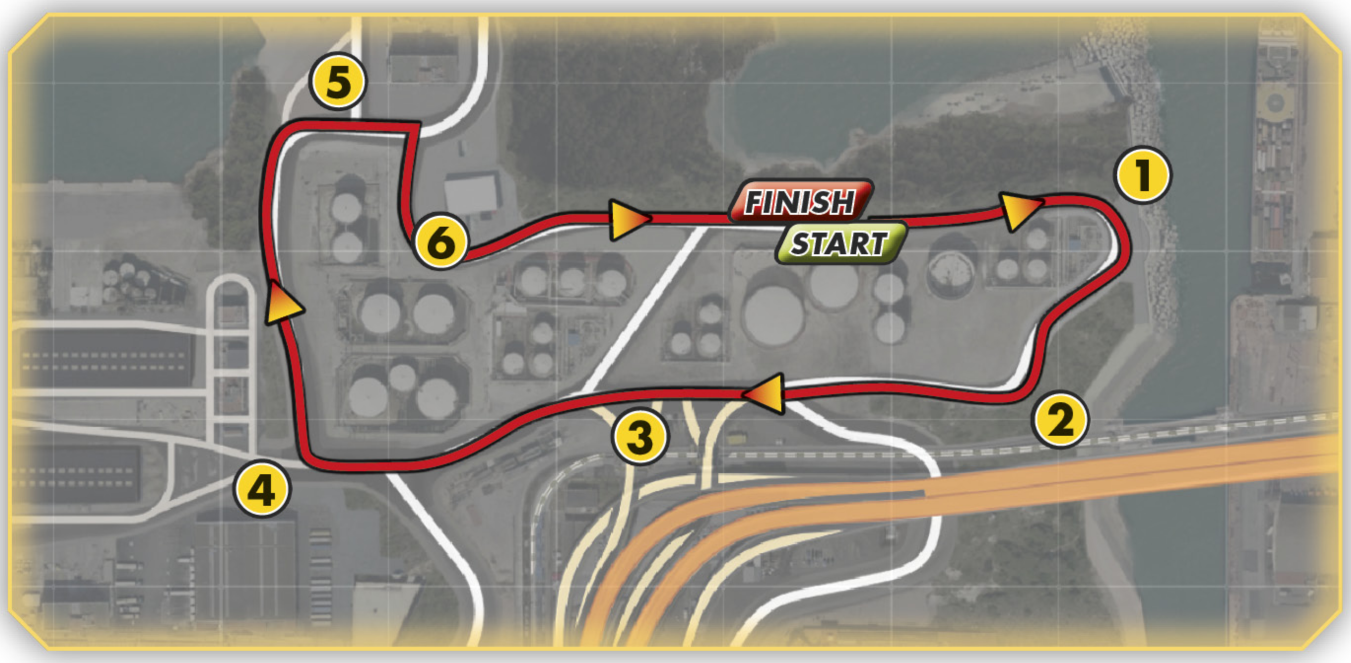
Style

# Wrestle with Inception

The first event in which Manu invites you is a drift contest. He wants to help you get your feet wet and get a taste for the drift. For this type of event, you follow a course for a set amount of time and see who can score the most drift points.

Manu has picked out a circuit course down by the Navy Pier in South Port. This is mostly an industrial area. You might want to head back to the garage beforehand and tune your car so it's a little looser and ready to drift.

**OBJECTIVE: Score more points than Manu within two minutes.**



FINISH
START
1
2
3
4
5
6

① At the start, punch the throttle to get as much speed as you can before hitting the first turn. As you get a bit past the entry to the corner, turn the wheel into the turn and tap the hand brake if necessary to send your car into a drift. This is a good corner for scoring some drift points.

DRIFTING
3X
1,173
DRIFT CONTEST
01:52.43
2,572
0
Manu 0 PTS 1
DAPrima2 0 PTS 2
- 0 PTS 3
7.60 mi
62
MPH

② Get your car back under control and take a straight line to the next turn. It's not quite as tight as the first.

③ This long straightaway is a good place to pick up some speed and prepare for the upcoming turn.

④ This right angle turn can score you some points, especially if you take it at high speed. Don't start the turn too early or you may hit the light pole. Plus, you have plenty of room to slide and drift through the turn

ONCOMING
1X
316
DRIFT CONTEST
45.59
1,542
14,174
Manu 22,069 PTS 1
DAIPrima2 14,174 PTS 2
- 0 PTS 3
6.01 mi
72
MPH

⑤ While this turn is not too bad, it is followed by a tight right angle turn. So as you drift around the first, recover quickly and get ready for the second turn.

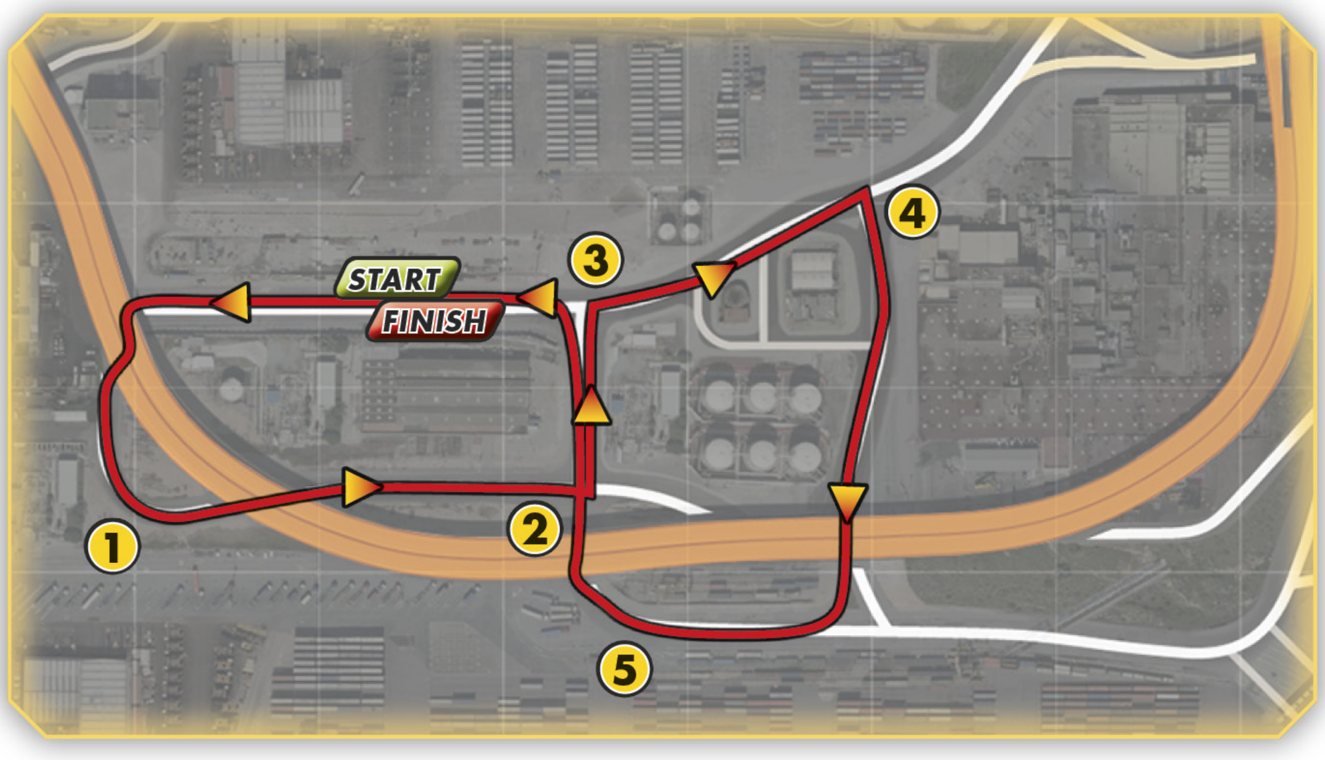
⑥ This is a good turn for drifting. However, after two previous turns in a row, you don't have a lot of time to pick up speed. Once you get through this one, pick up speed along the straightaway so you're ready to hit the first turn again as you go around the circuit until the timer runs out.

Style

## The Tariq Twostep

Manu has another drift event for you down in South Port. This time it's a drift trial. That means there's a target score you must beat as you make your way through a course. There is no time limit, but you do need to drive through a series of checkpoints on a course shaped like a figure-eight.

**OBJECTIVE:** Score 35,000 before you get to the finish line.


START
FINISH
①
②
③
④
⑤

① Hit the gas to get some speed as you head to the first corner. You want to hit it as fast as you can. Be careful not to take it too tight since you don't want to hit any obstacles or objects on the inside of the turn. As you exit the turn, floor it so you have some speed for the second turn to the left.

DRIFTING
2X
550
DRIFT TRIAL
35,000
1,819
5,025
2.11 mi
42
MPH

② Speed up along the straightaway to increase your score as you drift around the turn to the left. This can be one of your big scoring turns, so do it right.

CHECKPOINT
5 / 25
DRIFT TRIAL
35,000
1,441
7,862
15
RESISTING ARREST
00.53
1.91 mi
75
MPH

③ This intersection is tough to get a big score since it comes right after another drift. For the first part of the lap, you take a right here and then as you come back you will take a left—though you should have a lot more speed when you go to the left. The key here is to maximize your score, then begin accelerating so you hit the next turn at high speed.

④ This is a tight corner to drift around if you take the turn lane. You have a wider area if you actually drift around the intersection after the turn lane. You are less likely to hit anything and have more room for error. As you exit, straighten up and punch it as you head toward the next set of turns.

DRIFT TRIAL
35,000
24,935
15
TOTAL FINE
1,030
40.73
1.10 mi
MPH

⑤ The first turn to the right has a turn lane. Drift in that lane to score some extra points since you're taking it tighter. The second turn to the right is not very tight. While you can try drifting it, you might be better off maintaining your speed so you can hit the T-intersection up ahead with some velocity and score more points as you begin the course for a second lap.

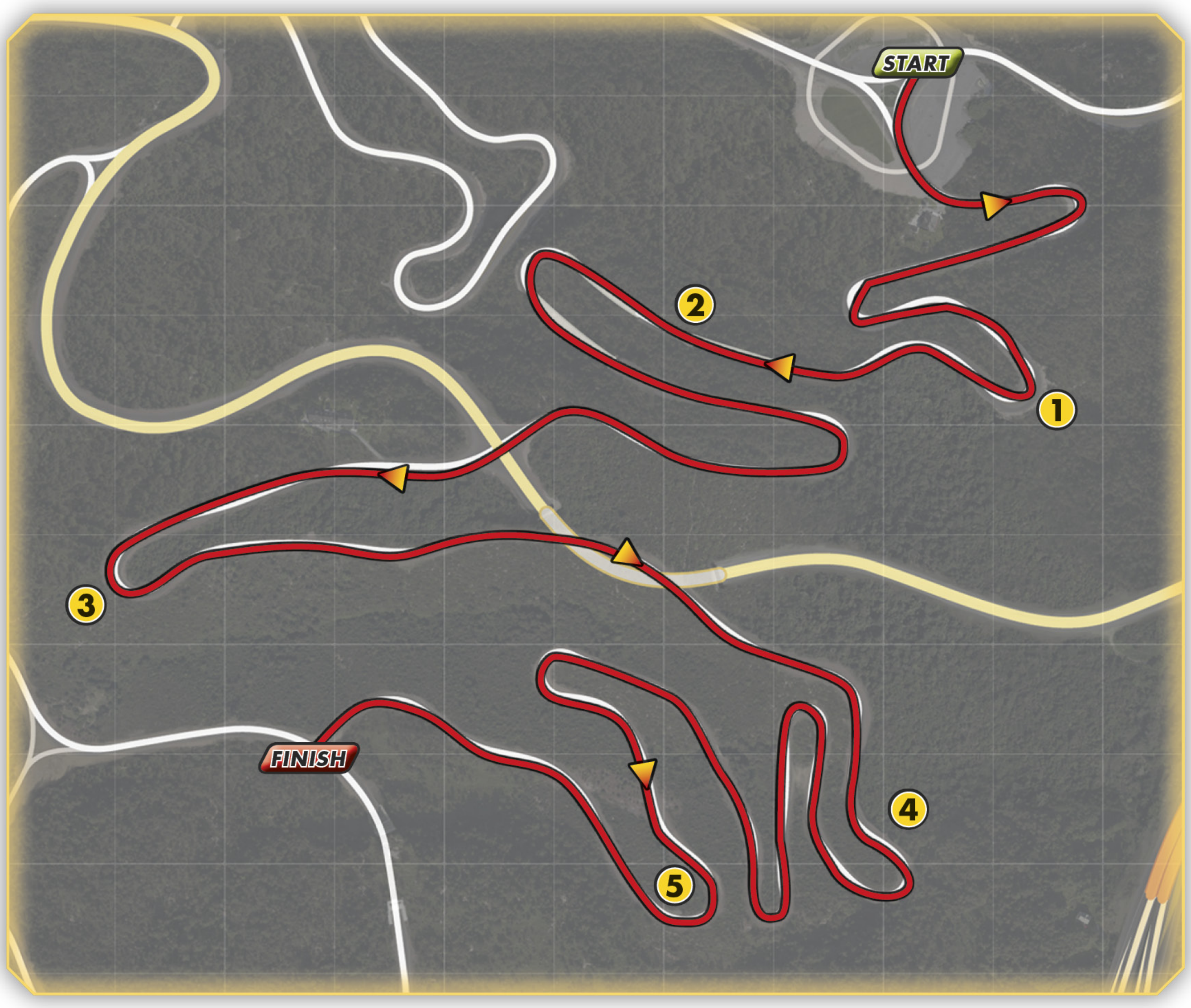
NEED FOR SPEED

Style

## Use It or Lose It

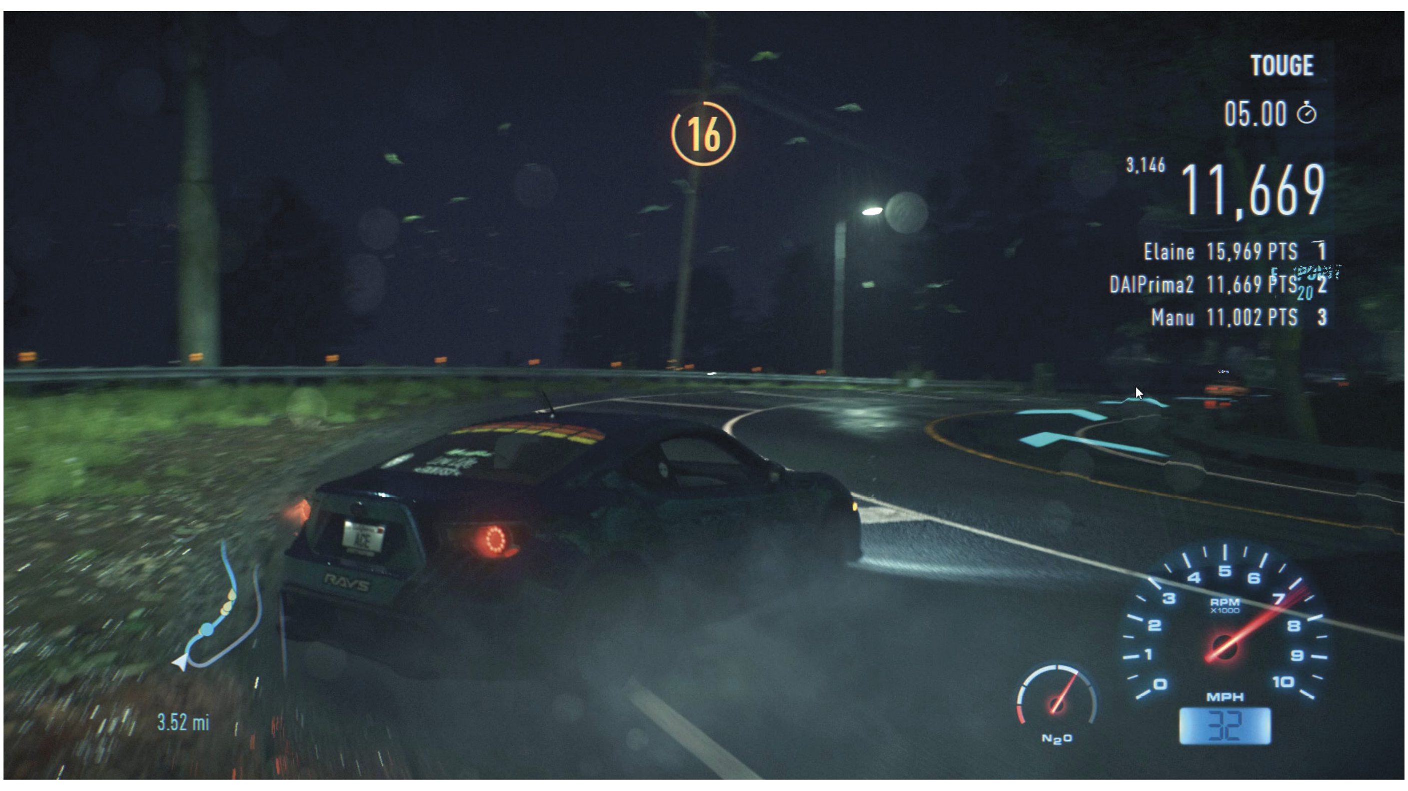
Manu has found a togue for you to run. It's in El Rey and runs toward Sinner's Peak. A togue is a combination of a race with drifting. You must complete the event in a set time and score more drift than your opponents. There are four other drivers in this event.

**OBJECTIVE:** Drift at the front of the pack and earn the most Drift Score to win.

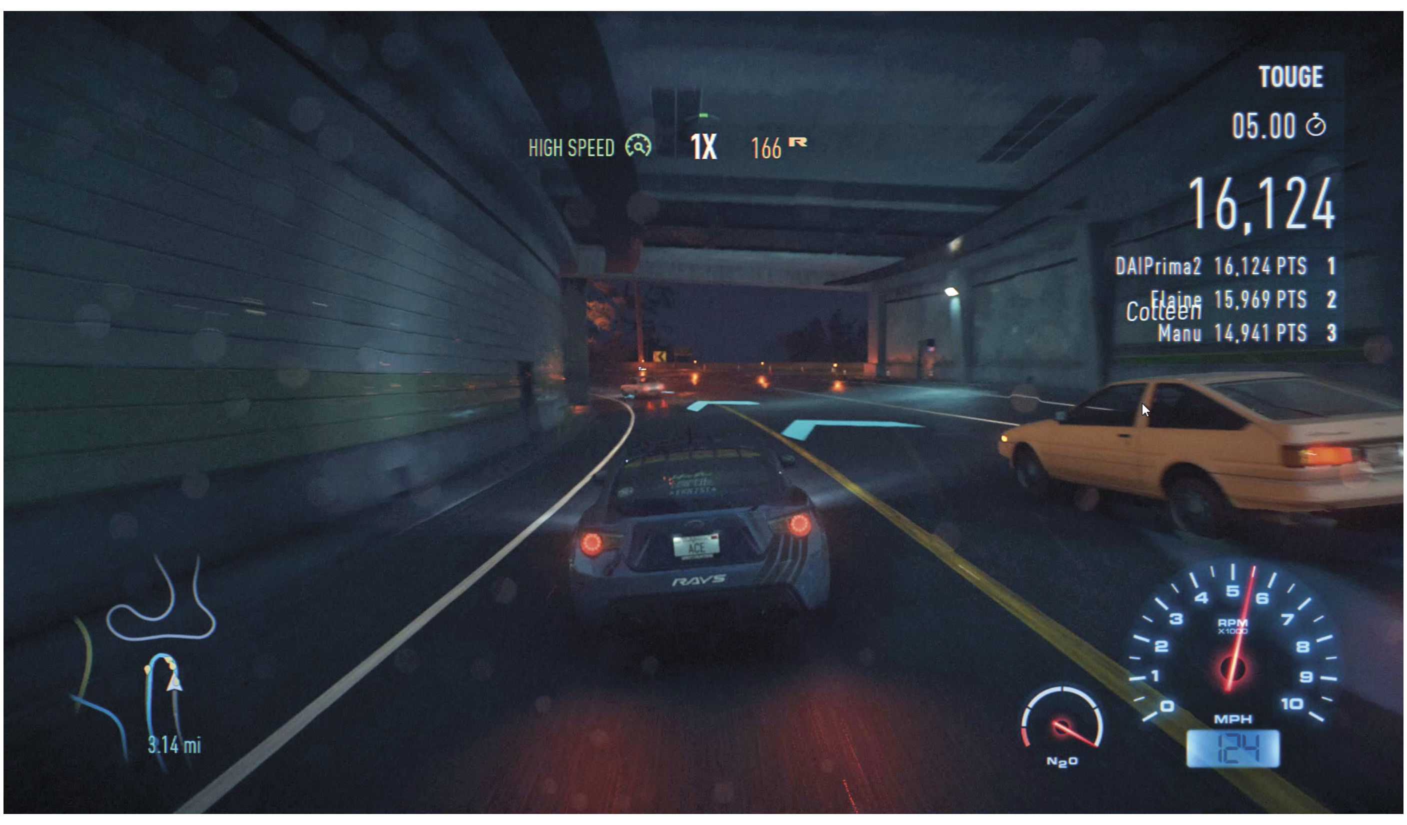

START
1
2
3
4
5
FINISH

① This event has a lot of tight turns that are great for drifting. Don't even try drifting around the gentle curve at the start. Instead, speed up so you can hit that first hairpin while going fast and score some points right from the beginning.

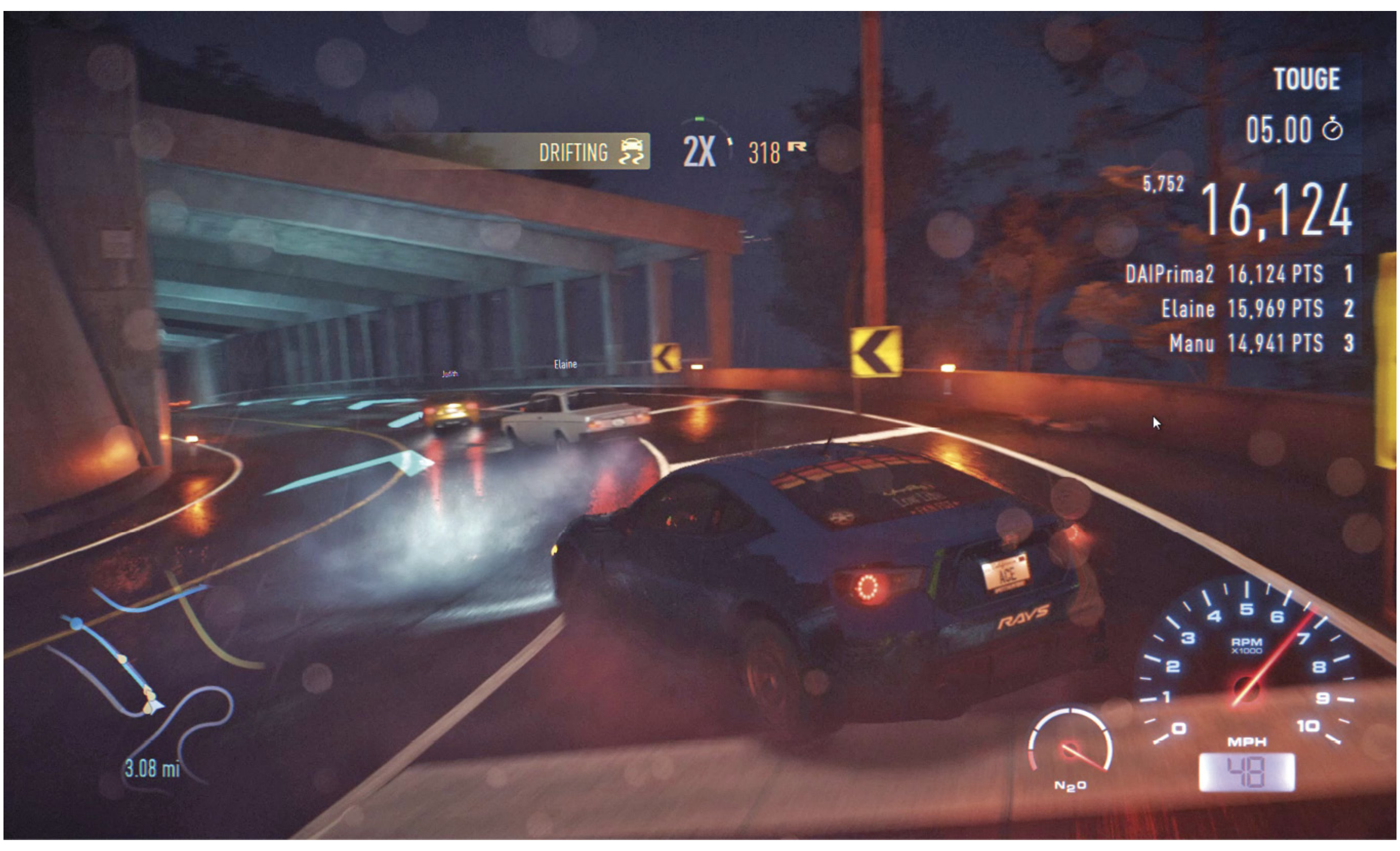
② After the first several turns, you get a longer straight section. Punch it here and drift with a lot of speed around the turn to the left. Then accelerate again for another tight turn, this time to the right.


16
TOUGE
05.00
3,146
11,669
Elaine 15,969 PTS 1
DAIPrima2 11,669 PTS 2
Manu 11,002 PTS 3
3.52 mi
32

③ For the next long straightway, focus on getting ahead of the other racers. Don't waste speed or time trying for a small score around the slight turns. There's a tight turn in the middle where you should be able to really score with all your speed—if you can handle it. After getting around it, you hit another speed run. Sprint to the other end.


HIGH SPEED
1X
166
TOUGE
05.00
16,124
DAIPrima2 16,124 PTS 1
Elaine 15,969 PTS 2
Colleen
Manu 14,941 PTS 3
3.14 mi
124

④ At the end of the speed run, you have a tight turn to the right followed by a series of three alternating 180-degree turns. Accelerate between the turns and slow down a bit as you enter so you can start drifting.


DRIFTING
2X
318
TOUGE
05.00
5,752
16,124
DAIPrima2 16,124 PTS 1
Elaine 15,969 PTS 2
Manu 14,941 PTS 3
Elaine
3.08 mi
48

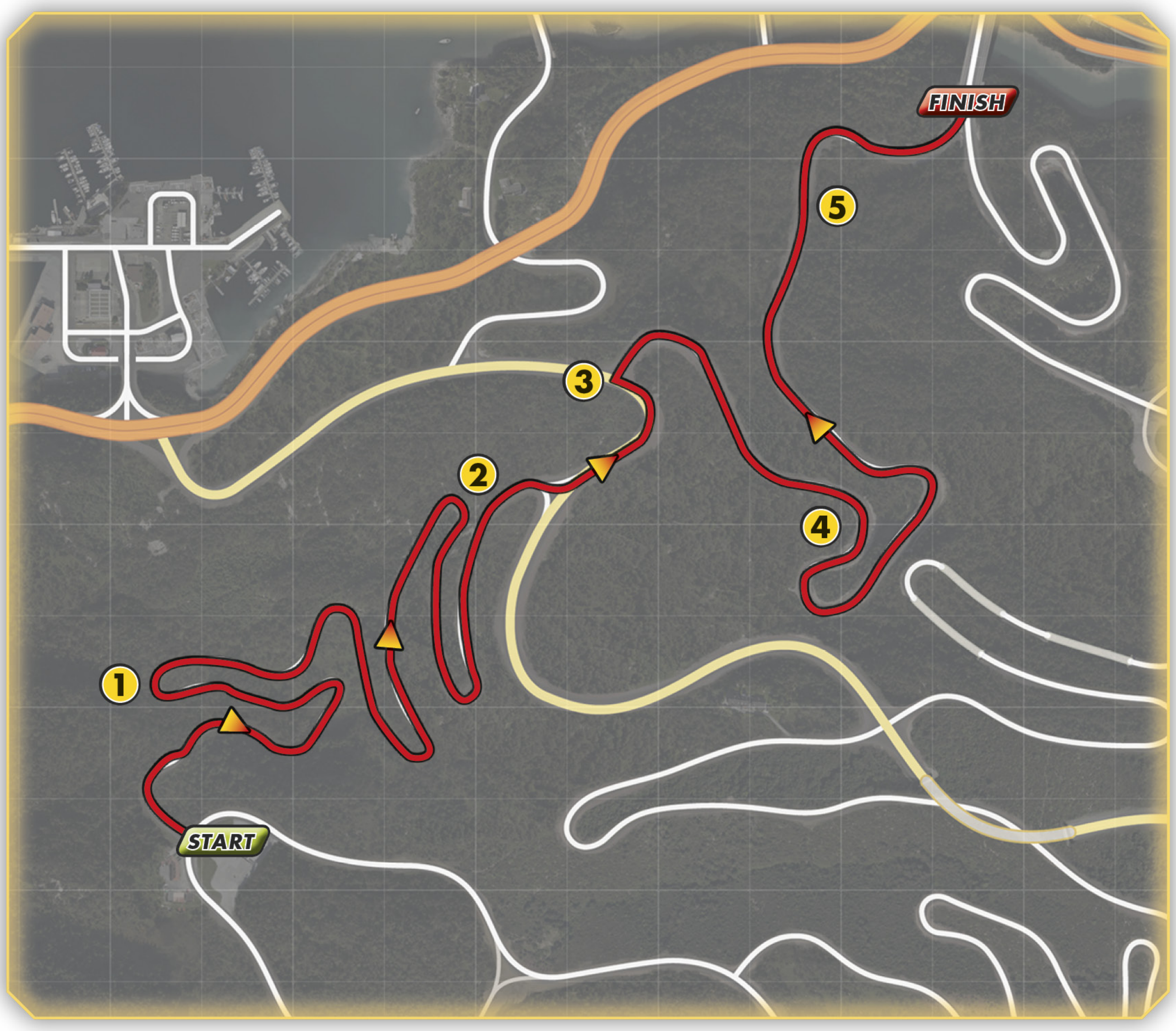
⑤ The next two turns are a bit more complex. There are shallow turns on the stretches between tight ones, so it's important not to drive too fast and lose control on the shallow turns or it could cost you opportunities to score big on the tight ones. Finally, there's a turn to the right that takes you to the finish line, so hit it fast and use this last chance to increase your score.

Style

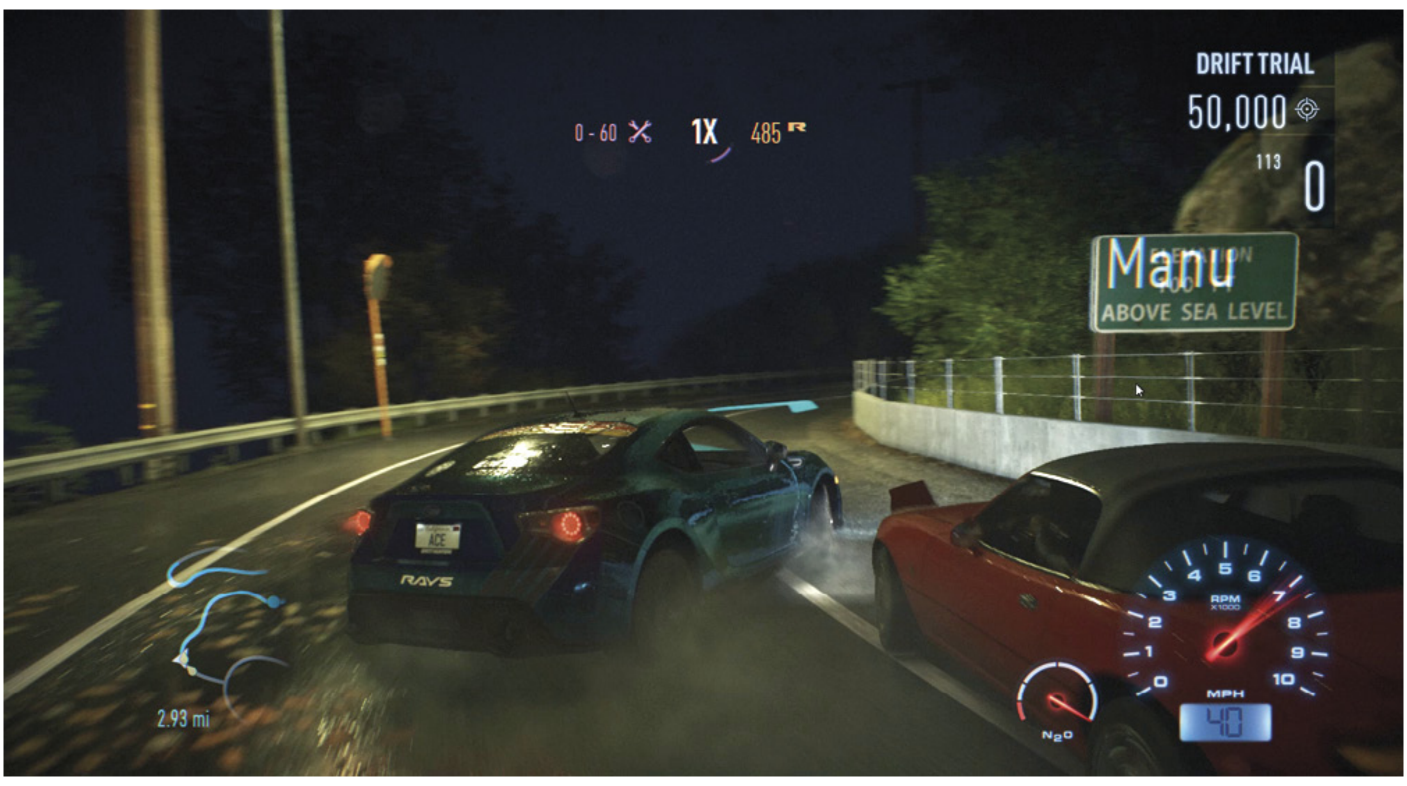
## Wide and Tight

This next event in El Rey is a drift trial. Instead of drifting around street corners, you will be going around tight corners up in the hills. The traffic is light, so you can really focus on your drifts. Both Amy and Manu run this event with you.

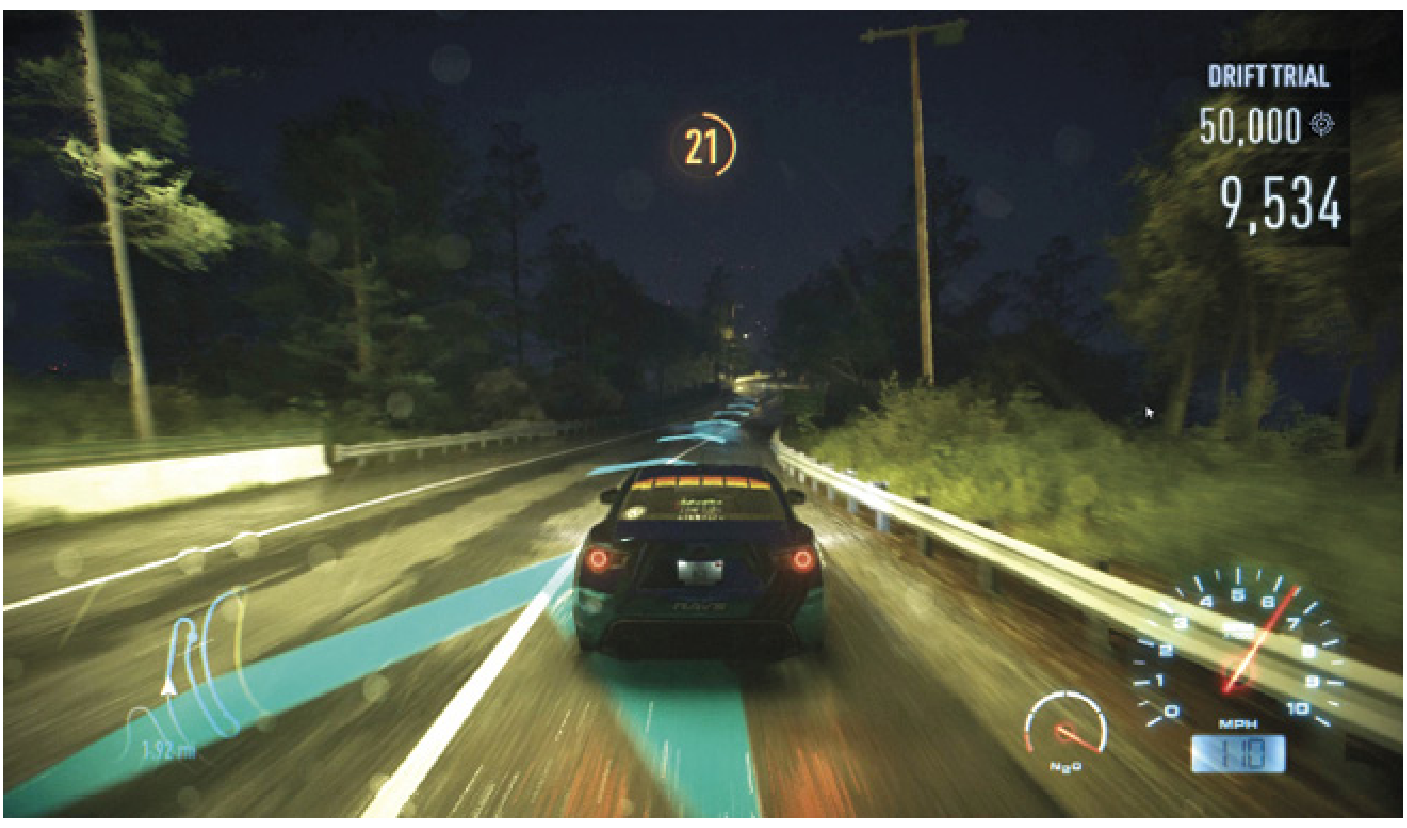
**OBJECTIVE:** Earn at least 20,000 Drift Score to win.



① The turns at the start of this event are actually some of the toughest. There are two wide turns to the right. Don't worry about drifting around them. Instead, try to stay in control and maintain your speed so you can score around the tighter left turns that follow. Always look a couple of turns ahead and decide which will get you a better score. The tighter the turn, the more likely you can drift 180 degrees around it.



② In this section, there are three hairpin turns with enough space between them to pick up speed. Enter on the inside and stay in tight as you drift around them so your rear bumper does not drag along the guardrail. When you reach the intersection, don't try to drift. Just take the turn as straight as you can.



③ Once on the main road, just take the turn normally and then drift at the intersection as you make a right turn. Pick up speed again as you head to the next set of turns.

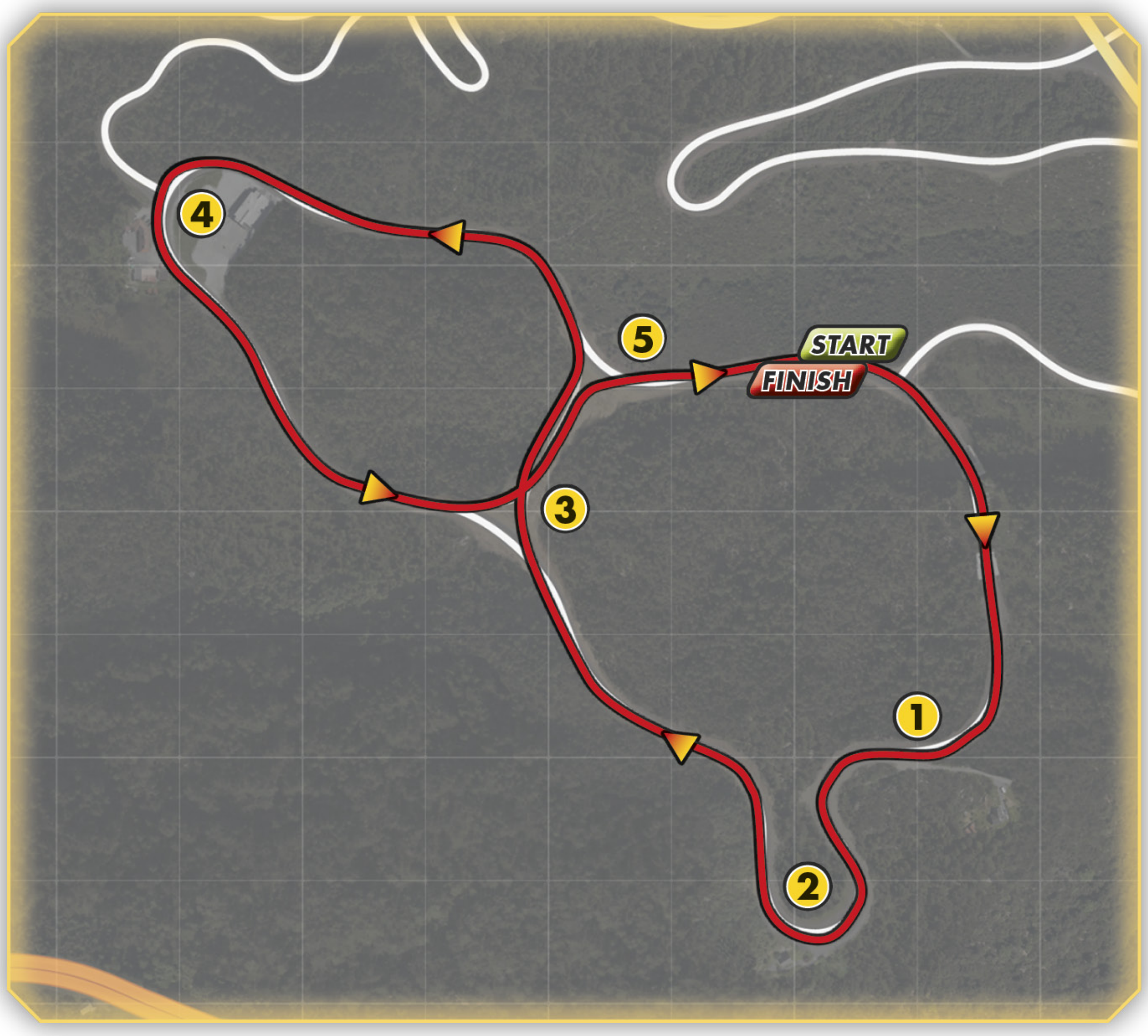
④ This section can be tricky. You have a turn to the right, followed by a tighter and longer one to the left. The transition between these two is tough, but you score if you can chain them. After a short straight stretch, you have a turn to the left immediately followed by a wider turn to the right. Get some score on the first and then maintain control on the second.

⑤ As you head toward the finish line, there's one last turn that can get you some drift score. It's only 90 degrees to the right and not too tight, so pick up speed along the straight road leading up to it, then drift around it quickly with style. Continue to the finish line to end the event.

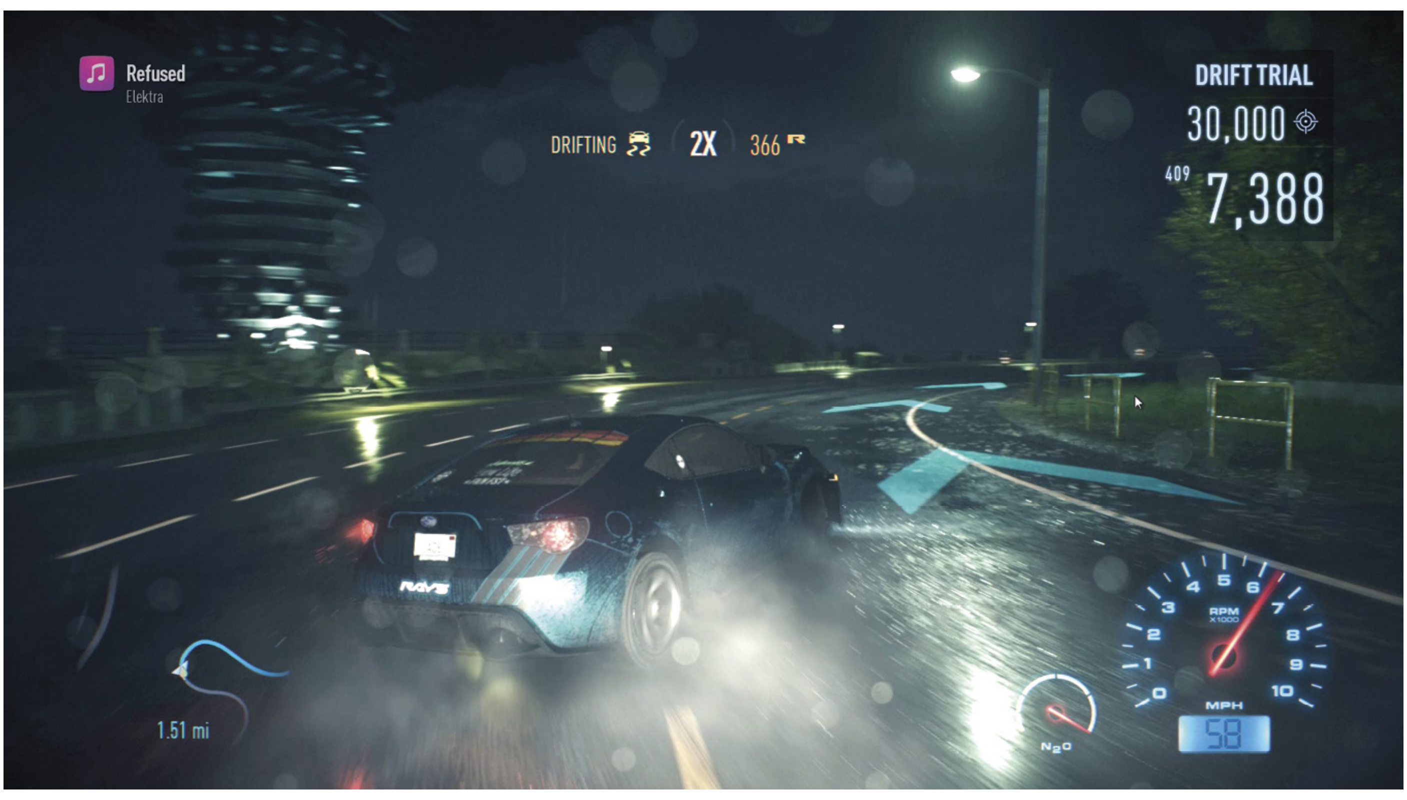
Style
## Nocturnable

Manu's latest drift trial takes you around Sinner's Peak. There are only a few tight turns here, so you need to get some Drift Score wherever you can.

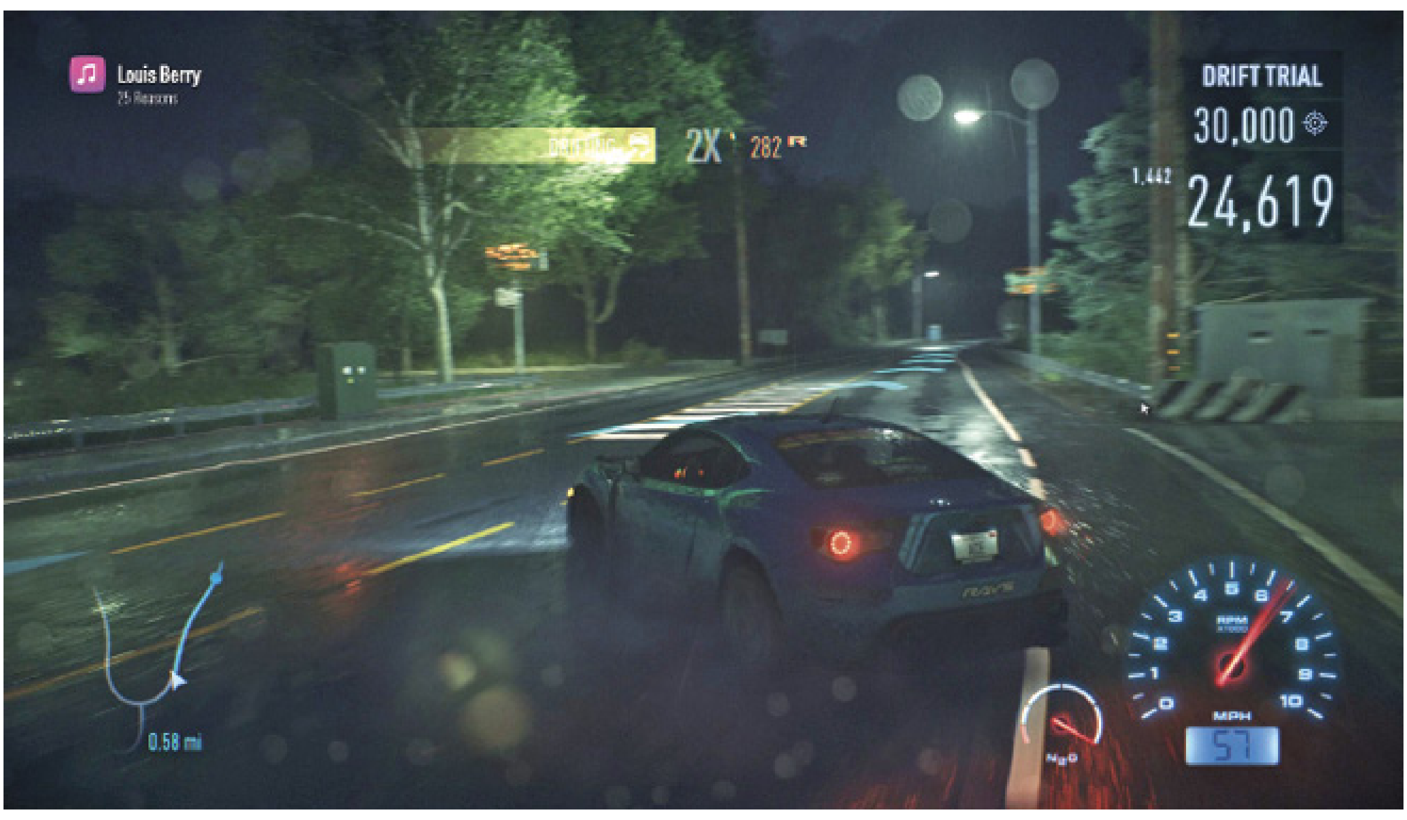
**OBJECTIVE:** Earn at least 30,000 Drift Score to win.


START
FINISH
①
②
③
④
⑤

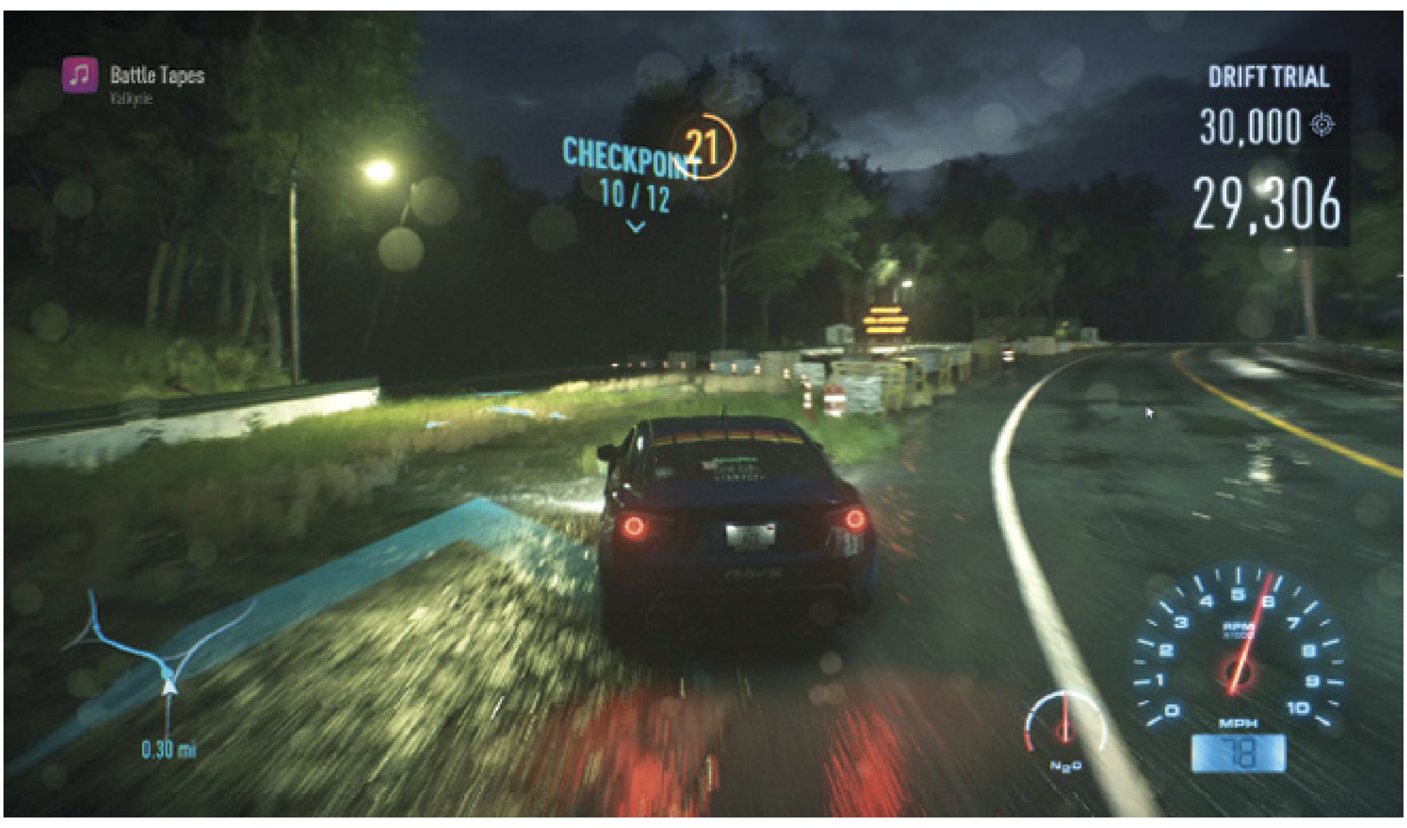
① Put the pedal to the metal at the start to build up some speed. There's a wide turn to the right that you should try to drift around to pick up what score you can. Then get ready for a tighter turn to the left. This is a better one for drifting.


Refused
DRIFTING
2X
366
DRIFT TRIAL
30,000
409
7,388
1.51 mi
58

② As you exit the left turn, you come to a wide, 180-degree turn to the right. You need speed to drift around it, so accelerate as you approach it. Try to drift as long as you can around it, then get ready for another turn to the left.

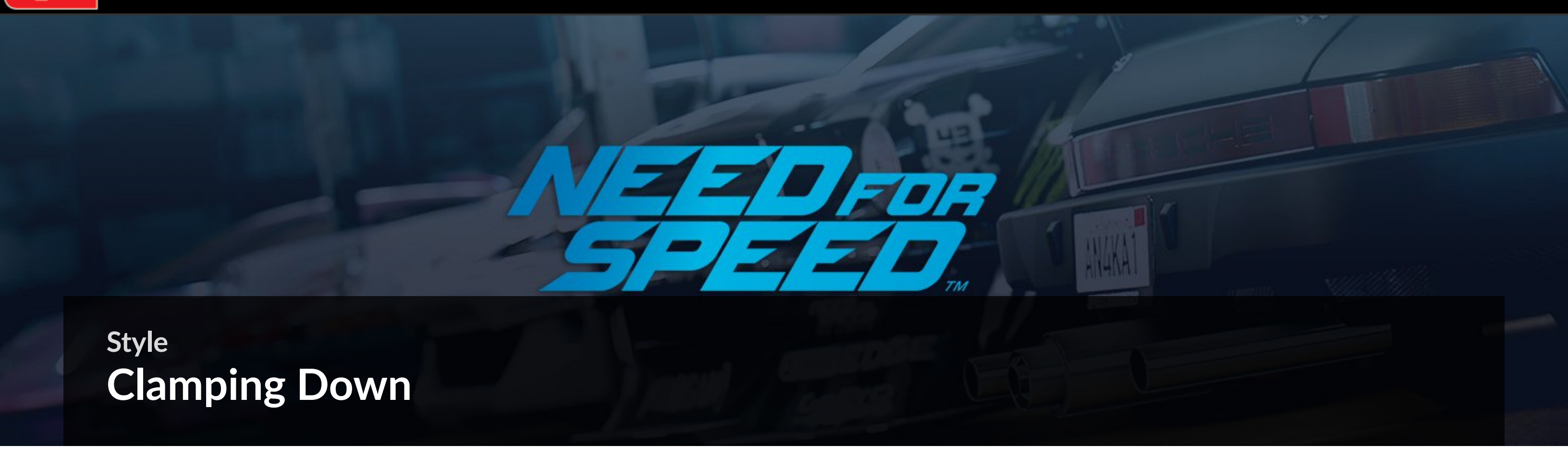

Louis Berry
2X
282
DRIFT TRIAL
30,000
1,442
24,619
0.58 mi
57

③ Here you take a shortcut by crashing through some barricades and driving off-road. Try to drift into this area and then take a left turn back onto the road. Speed up and don't worry about drifting right now


Battle Tapes
CHECKPOINT
21
10 / 12
DRIFT TRIAL
30,000
29,306
0.30 mi

④ This wide turn is tough for drifting unless you have a lot of speed. Even then, you may not be able to drift all the way through it, so get what score you can. As you exit, punch it and get your car up to speed again.

⑤ You have to take the shortcut again. This time, you turn left into it. Drift through the turn and get as much speed as you can through the off-road section so you can drift to the right as you get back onto the road. This is your last chance for scoring before you reach the finish line.

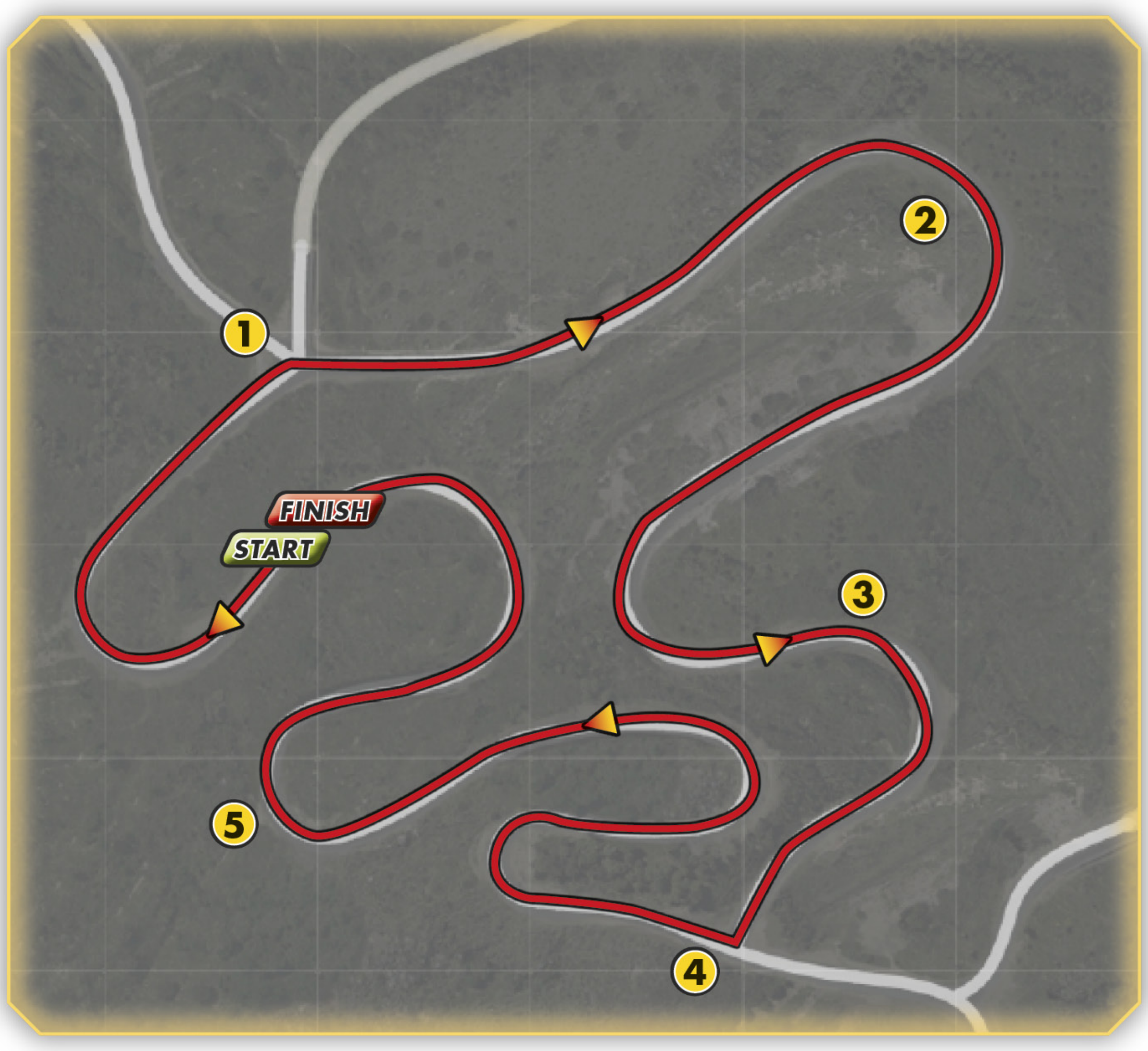


Style

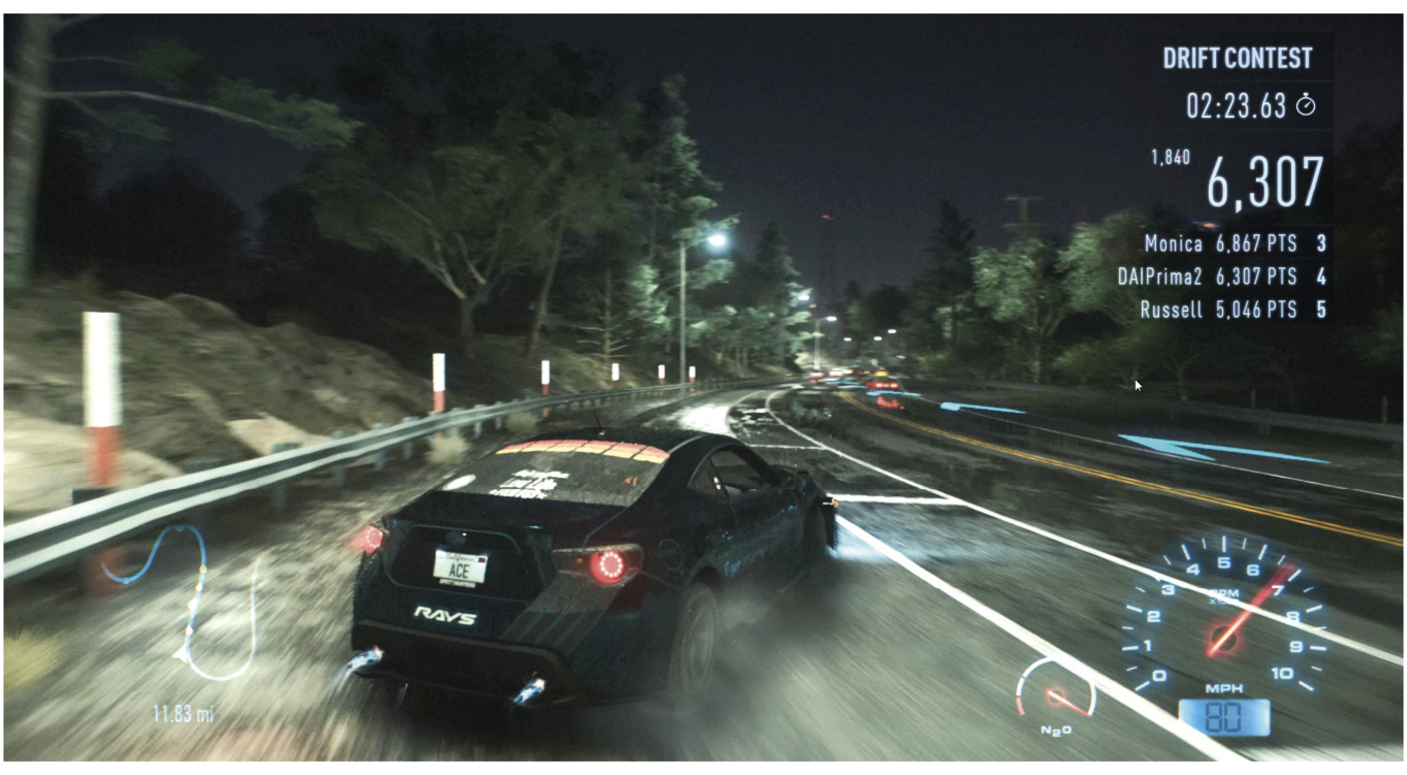
## Clamping Down

Manu is changing location this time. While still navigating some winding roads outside of town, you are now in the foothills of the Crescent Mountains. There is no target score to beat—you just have to beat the scores of your competition. There are four other drivers and you have three minutes to get as much Drift Score as you can.

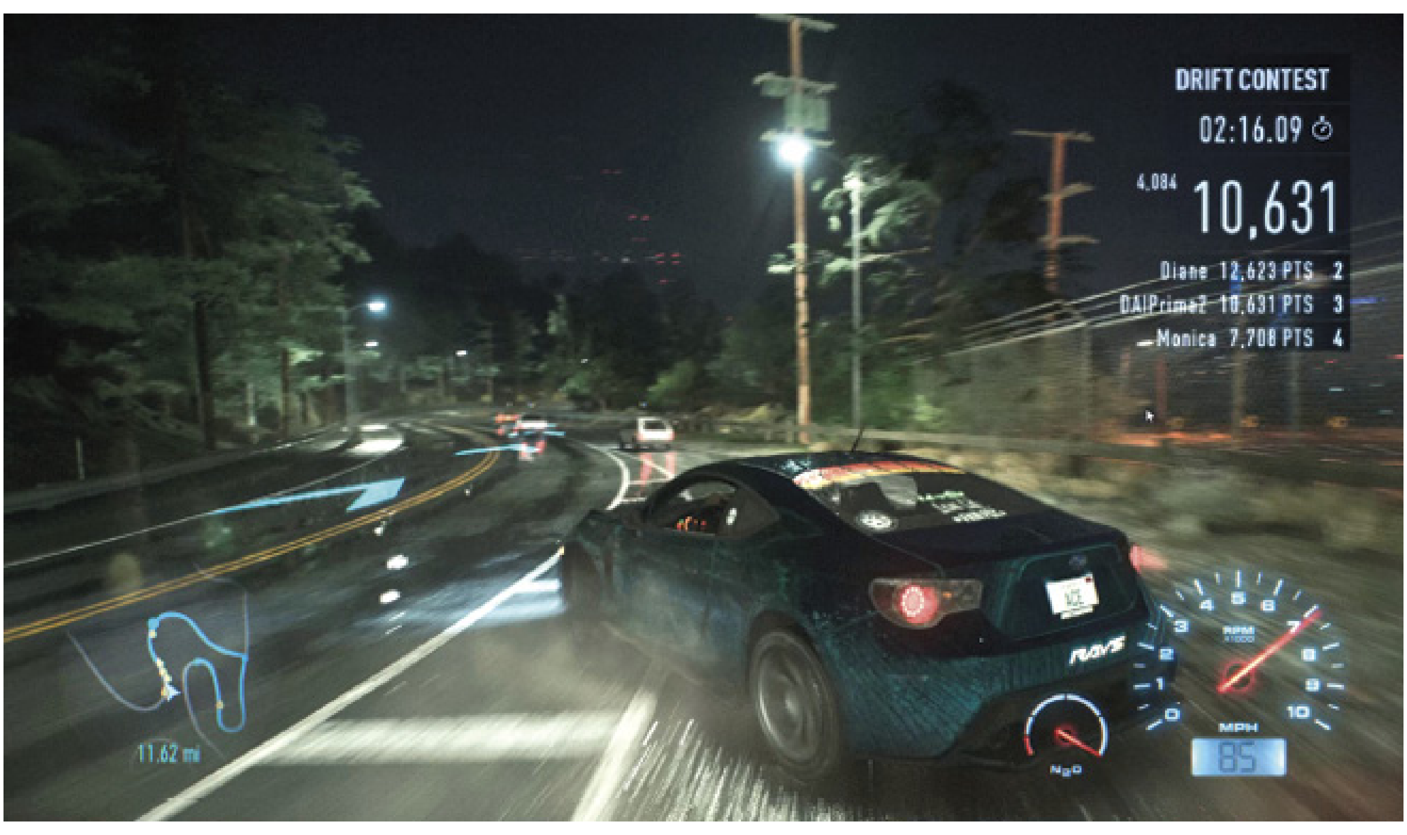
**OBJECTIVE: Earn the most Drift Score to win.**


① 
② 
③ 
④ 
⑤ 
FINISH
START

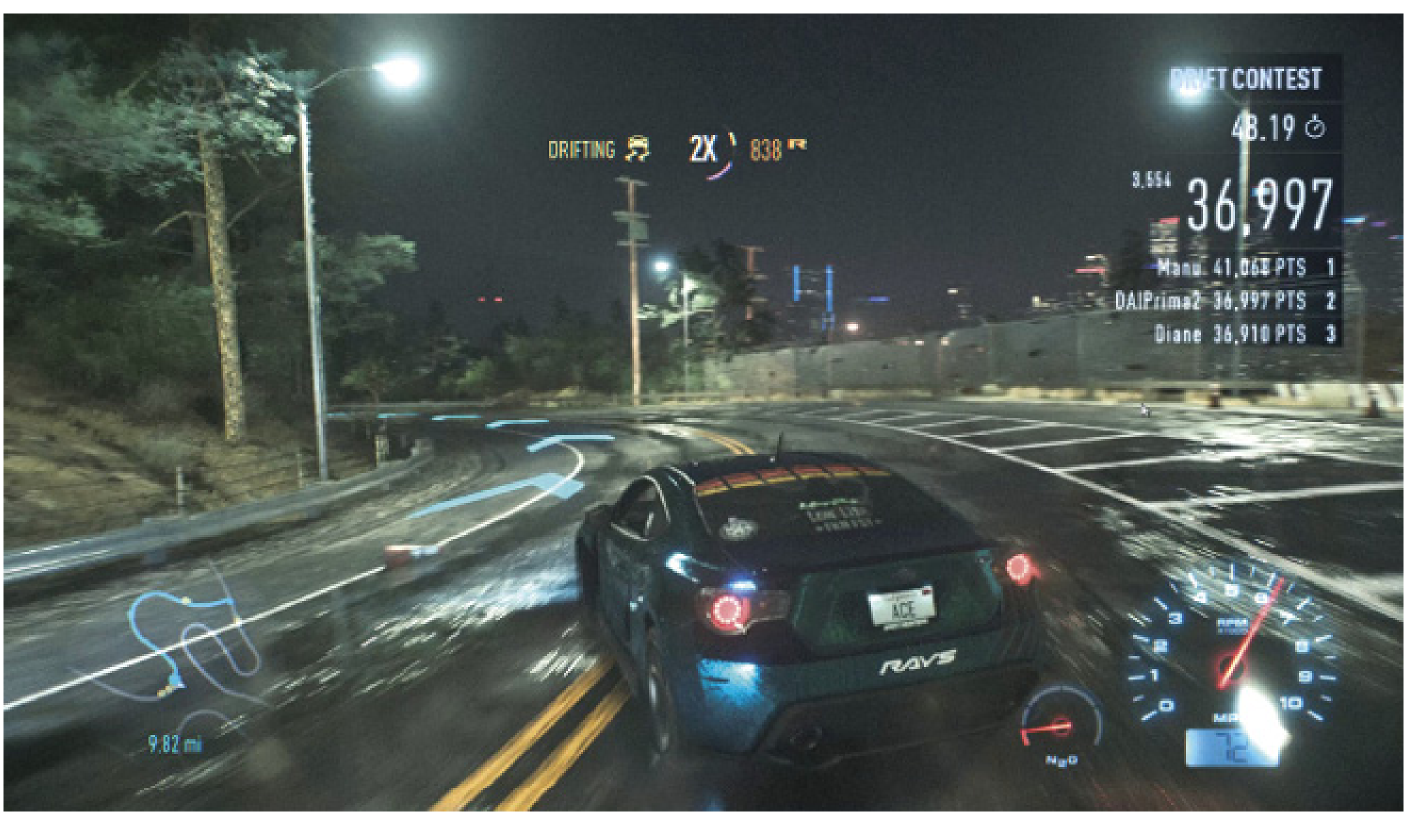
① The course starts with you racing into a turn. Try to stay in the middle of the road as you go around it. Also avoid hitting other cars or you won't score for that drift. Don't worry about drifting through the intersection. Instead, pick up some speed for the following turns.


DRIFT CONTEST
02:23.63
1,840
6,307
Monica 6,867 PTS 3
DAIPrima2 6,307 PTS 4
Russell 5,046 PTS 5
11.63 mi
MPH
80

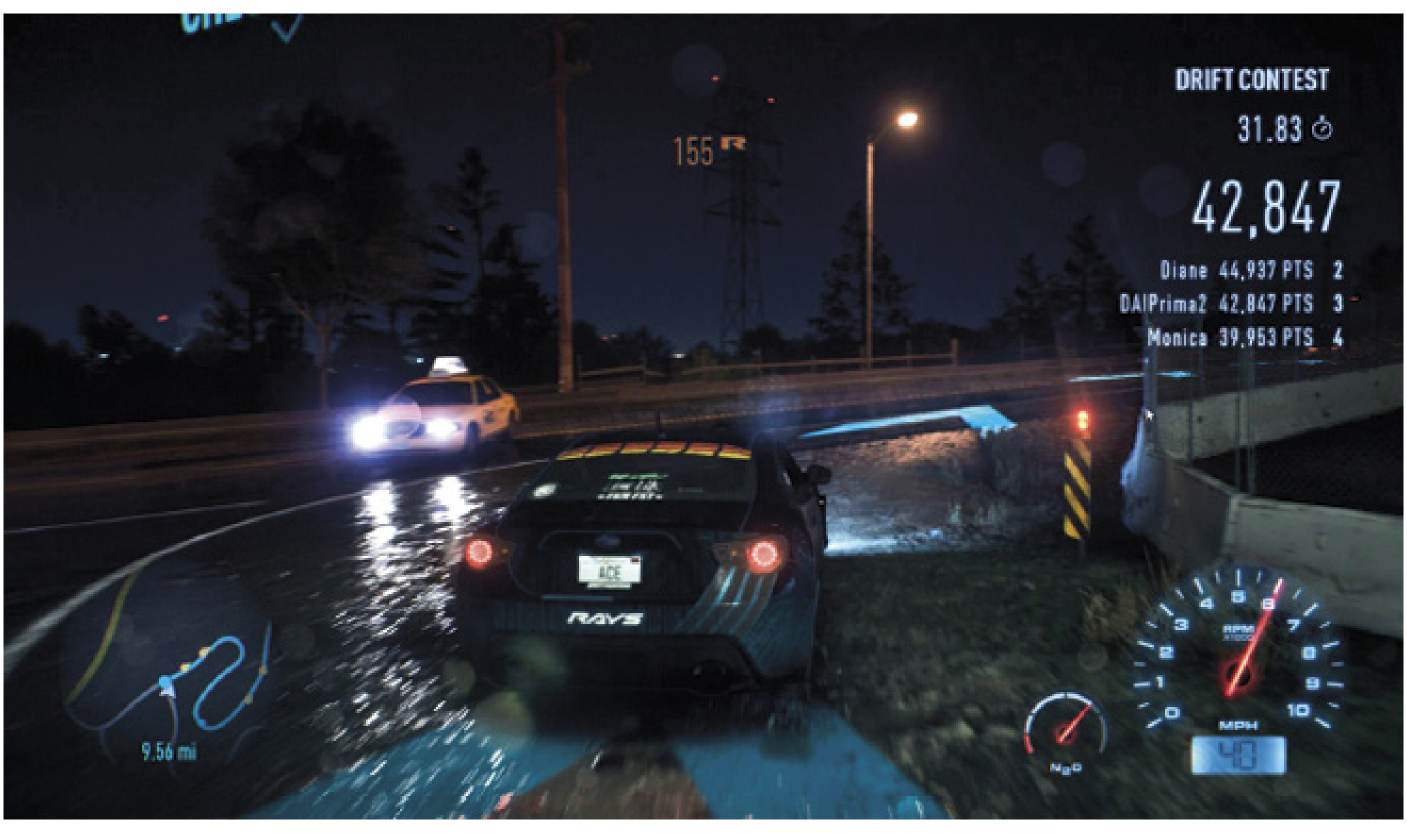
② This turn is wide and long, so sprint into it with as much speed as you can. Don't take it too tight to the inside or your front wheels will hit the grass, slowing you down or (worse) sending you into a spin. Stay on the roadway for better drifting.


DRIFT CONTEST
02:16.09
4,084
10,631
Diane 12,623 PTS 2
DAIPrima2 10,631 PTS 3
Monica 7,708 PTS 4
11.62 mi
MPH
85

③ Accelerate as you head toward a pair of alternating turns. Take the first one fast and, as you exit, set yourself up for the second. This can be a tough transition.


DRIFTING
2X
838
DRIFT CONTEST
48.19
3,554
36,997
Manu 41,068 PTS 1
DAIPrima2 36,997 PTS 2
Diane 36,910 PTS 3
9.82 mi
72

④ Drift around the turn at the intersection to increase your Drift Score. Then race into another series of alternating turns. These are tighter and can earn you a higher score.


155
DRIFT CONTEST
31.83
42,847
Diane 44,937 PTS 2
DAIPrima2 42,847 PTS 3
Monica 39,953 PTS 4
9.56 mi
MPH
40

⑤ There are two more alternating turns that bring up back to the start. You need speed to drift around these. If you have nitrous, use it as you approach. Continue around the course as many times as possible until time runs out. A good strategy is to try to get out in front so you are actually hitting more turns than your opponents. Only drift around the tighter turns and don't try to drift just anywhere. If you get behind, your opponents may get several more turns than you do before the timer ends and more opportunities for Drift Score.

### TIP

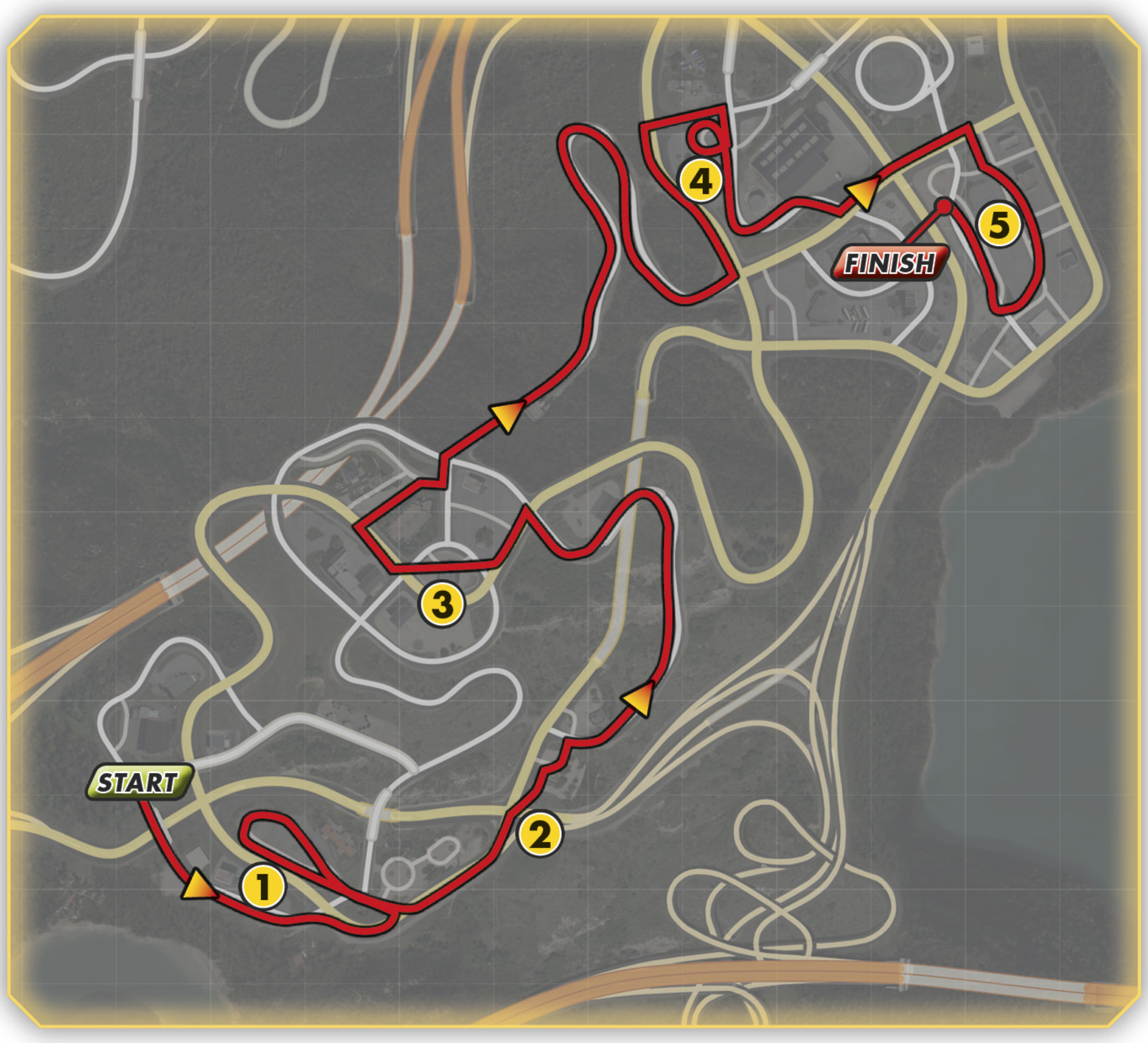
**Meet Manu and others at the bunker. He is showing a run that Ken Block has posted. Manu now wants to recreate the same run and record it in one take. Get ready for an eventual gymkhana.**

Style

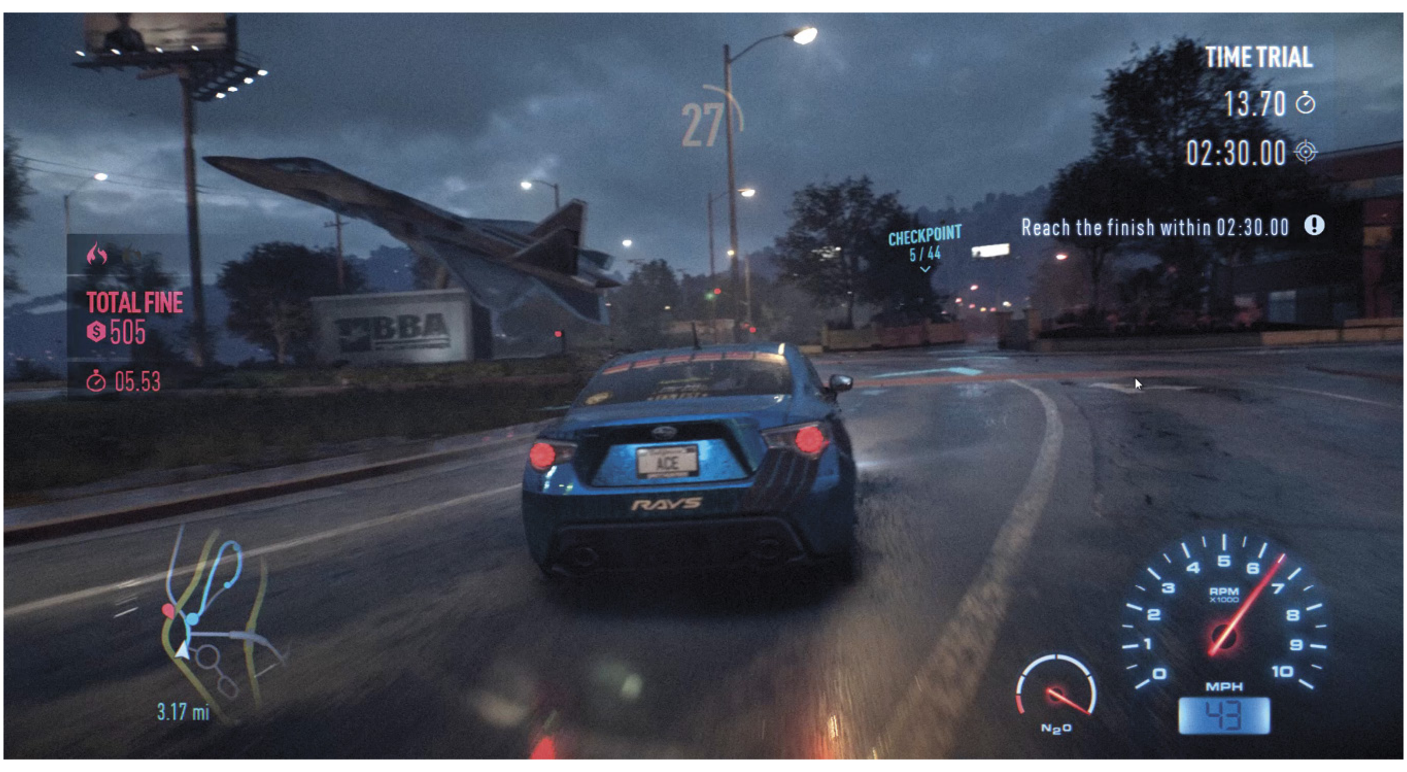
## Damn You, Nam Kyu!

To get you ready for a gymkhana, Manu wants you to try out parts of the run in advance in a time trial. You will be on city streets in Franklin Terrace. Focus on speed here and not drifting. You might want to tune your ride for a bit more grip since speed is what you need rather than style. No one else is racing with you for this event.

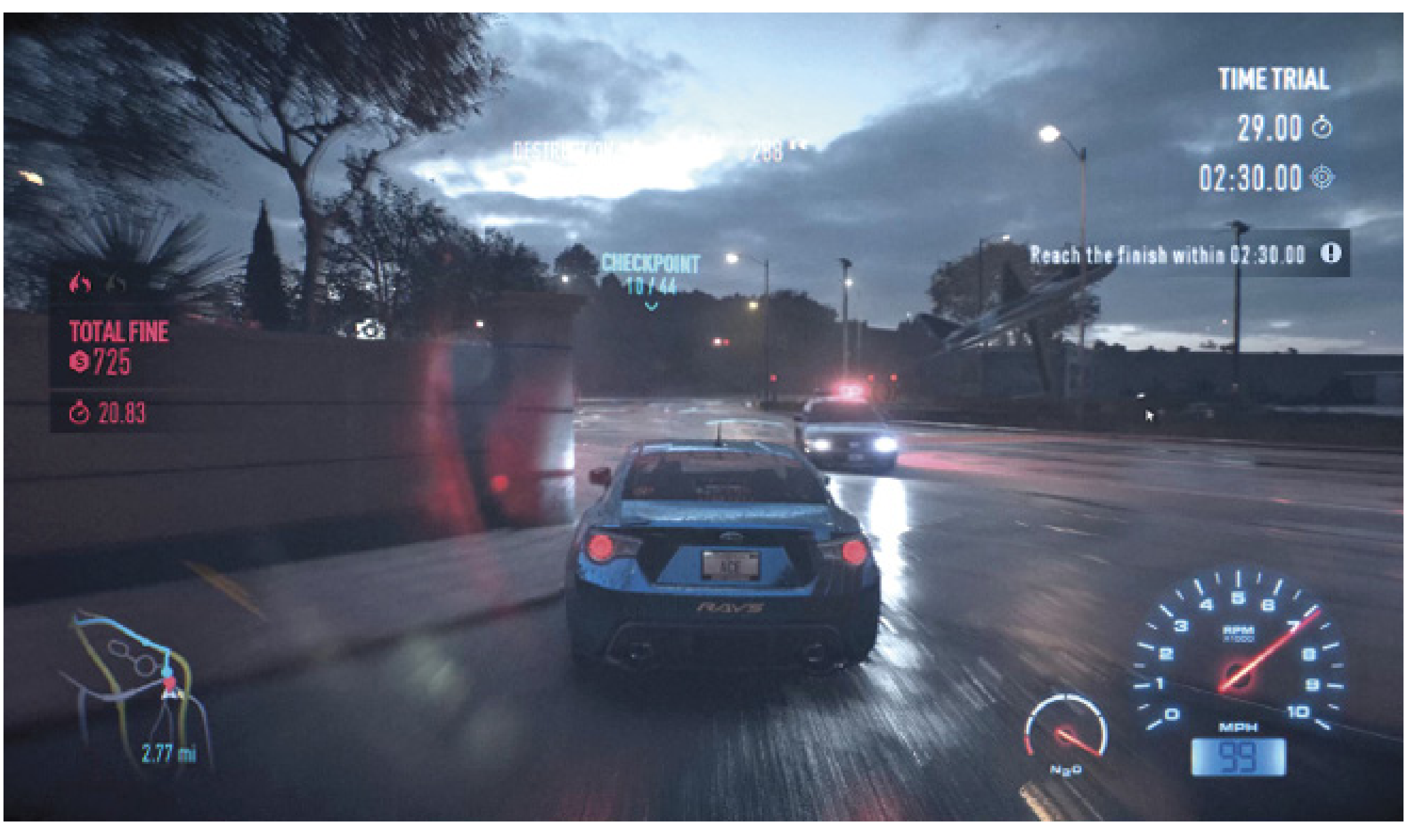
**OBJECTIVE:** **Reach the finish within 2:31.**


START
1
2
3
4
5
FINISH

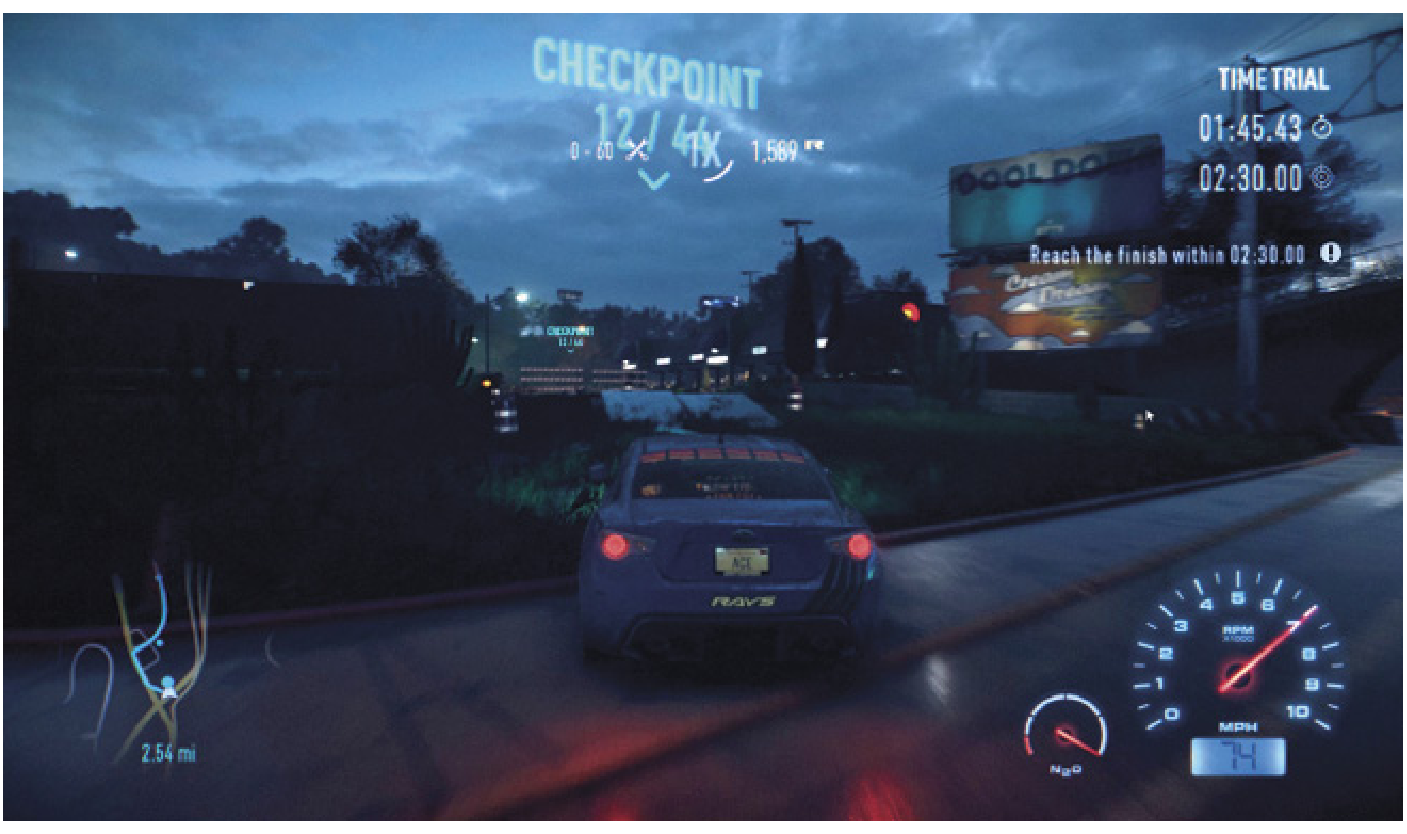
① For the first part of the race, you go into a parking area and have to make some tight turns. More than likely, the police will get involved and begin chasing you. Maintain control and get through this section and back onto the main road.


TIME TRIAL
13.70
02:30.00
Reach the finish within 02:30.00
CHECKPOINT
5/44
TOTAL FINE
505
05.53
3.17 mi
43

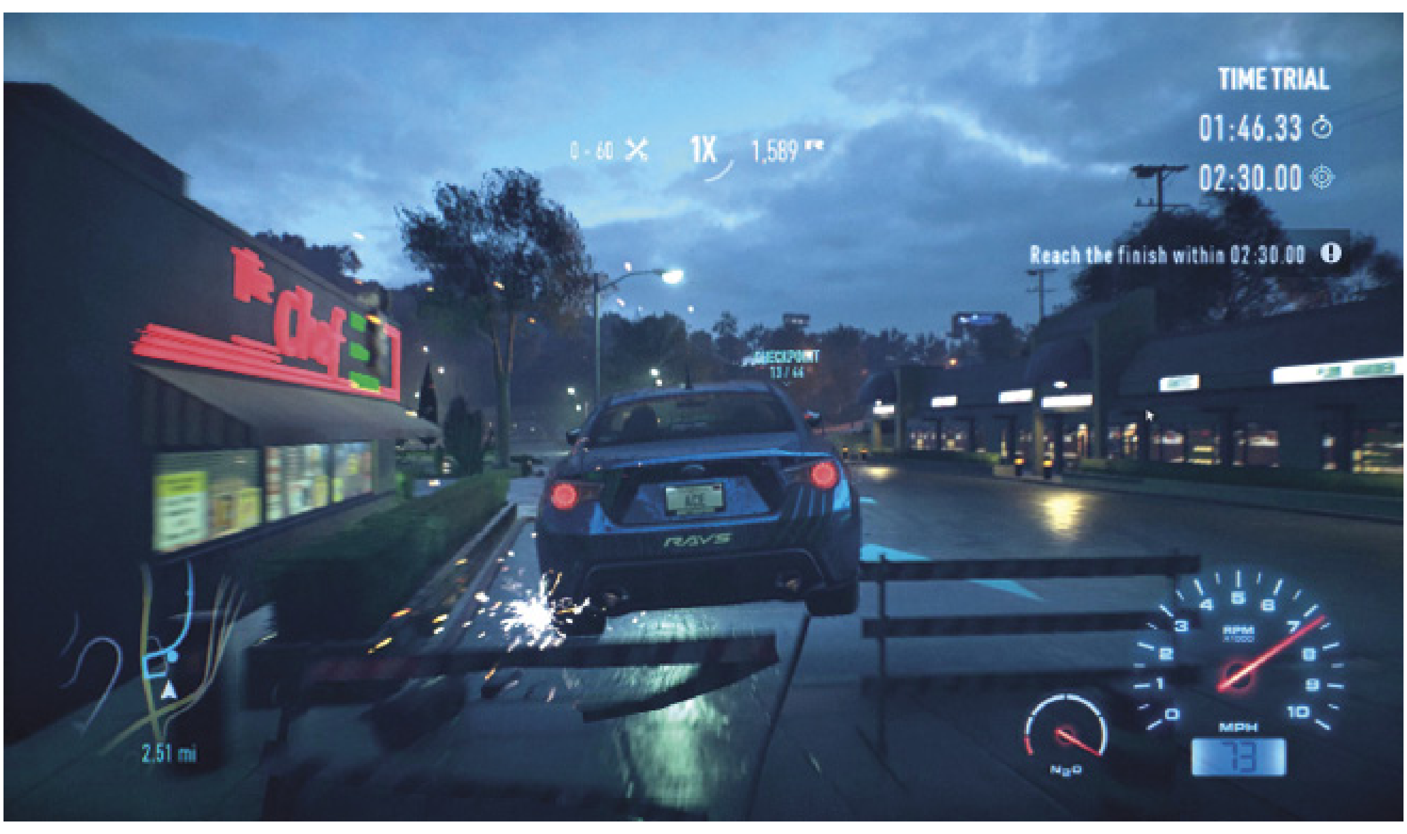
② As you approach the intersection here, stay to the right and hit a jump to launch yourself into a parking lot. This lets you take a short cut onto a section where you can pick up speed before hitting a couple tight turns.


TIME TRIAL
29.00
02:30.00
Reach the finish within 02:30.00
CHECKPOINT
12/44
TOTAL FINE
725
20.83
2.77 mi
99

③ Maintain control around the turns and follow the course right through a gas station. Then take a tight turn to the right and follow a road through a hilly section with another tight turn. Continue with a tight left turn back onto a city street.


CHECKPOINT
12/44
1X
1,569
TIME TRIAL
01:45.43
02:30.00
Reach the finish within 02:30.00
2.54 mi
74

④ Make another right turn, drive around a planter circle, and then head back onto the street.


1X
1,589
TIME TRIAL
01:46.33
02:30.00
Reach the finish within 02:30.00
CHECKPOINT
13/44
2.51 mi
78

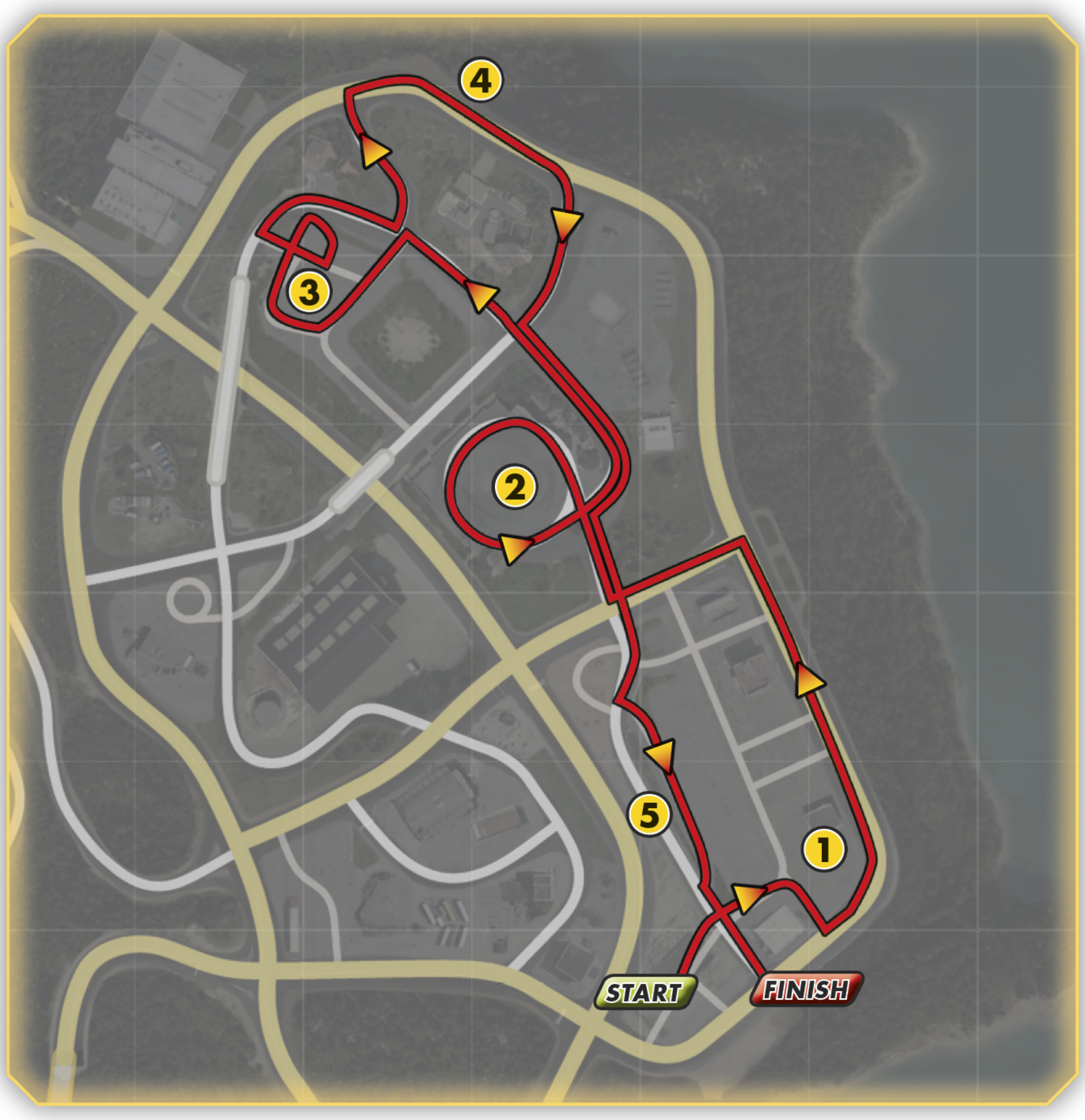
⑤ The final section takes you through a strip mall parking lot and then around the back to the finish line. This is a tough event. You have to run it fairly clean if you want to get in under the time limit. If you did not make it, try it again. Subsequent attempts are easier since you have a better idea of what to expect—especially with the jumps and parking lot driving.

Style

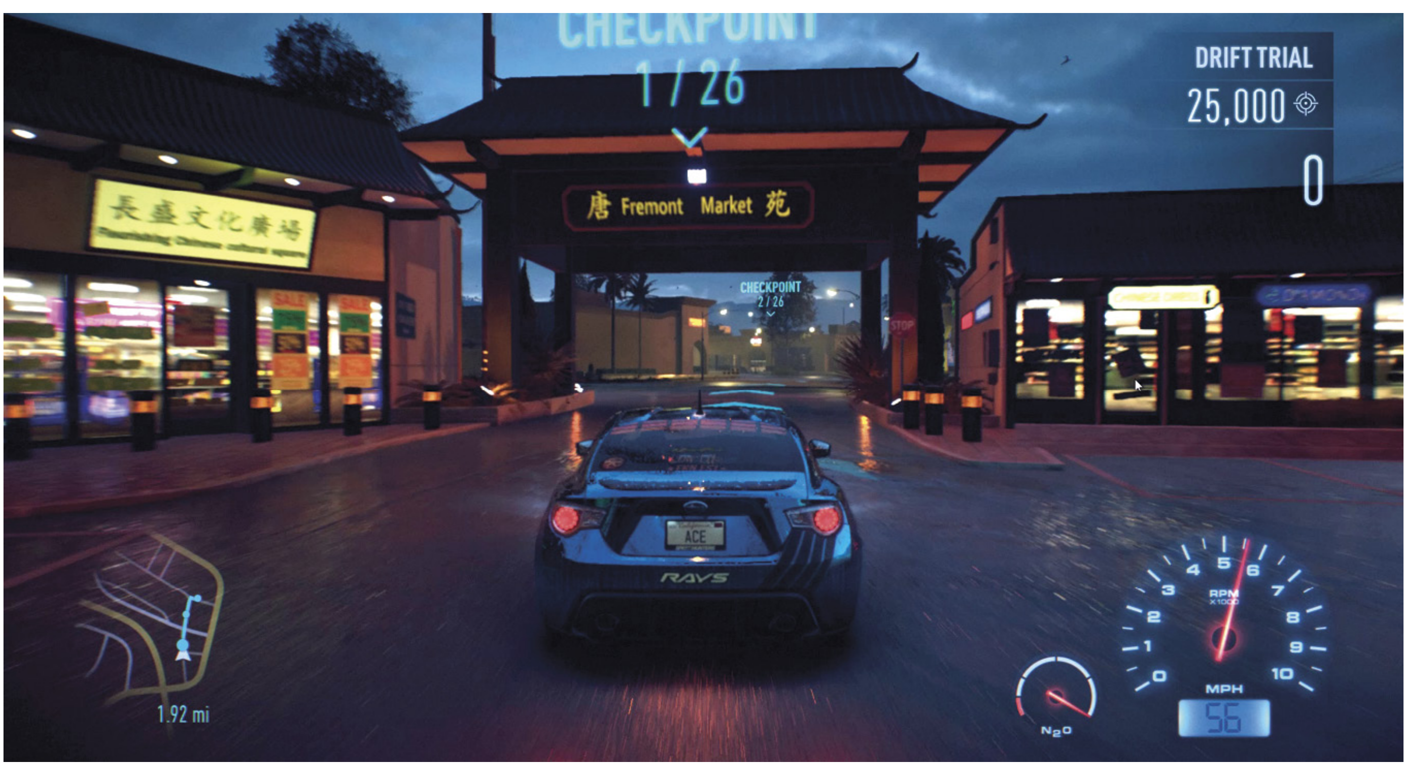
# Push Upstairs

As Manu continues to prepare you for the gymkhana, he has another event for you. This time it's a drift trial through Harbor View. Ensure your car is tuned for drifting if you were racing previously. This route makes up part of the gymkhana, so learn it now and master it later.

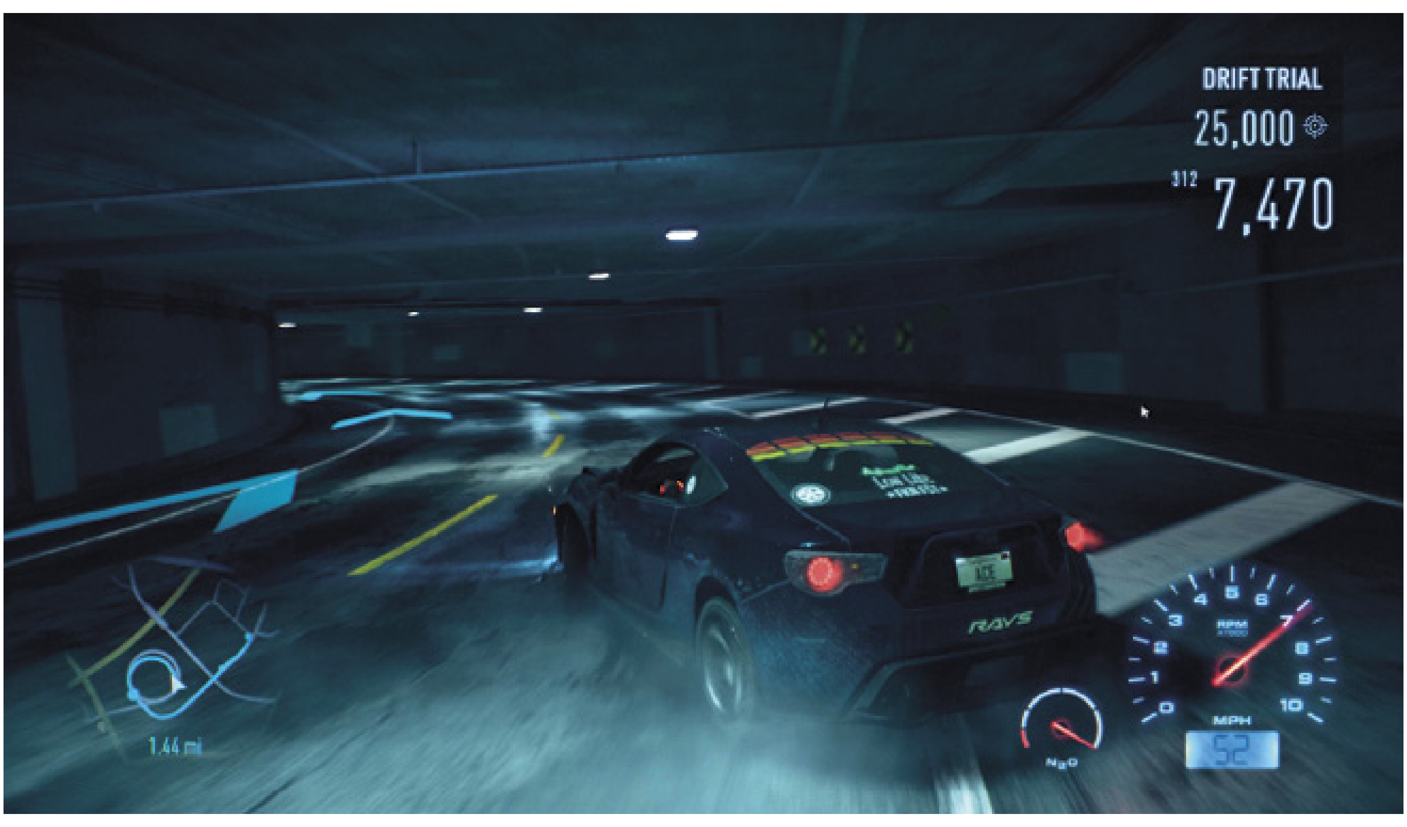
**OBJECTIVE: Earn at least 20,000 Drift Score to win.**


4
3
2
5
1
START
FINISH

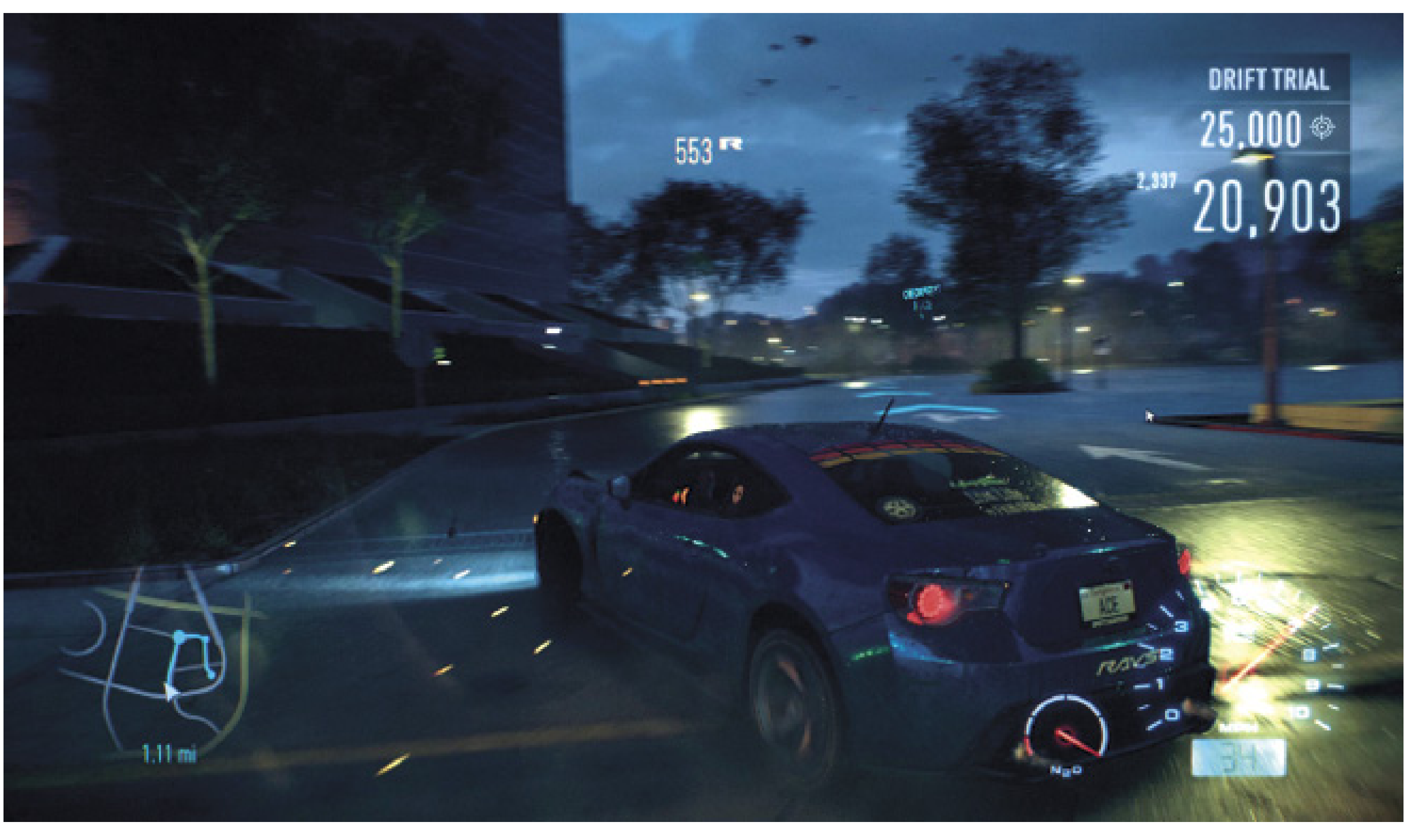
① This course is fairly short, so you must get Drift Score whenever you can. During the first section, there are some quick turns at intersections where you can rack up some score early.


CHECKPOINT
1 / 26
Fremont Market
DRIFT TRIAL
25,000
0
1.92 mi
56

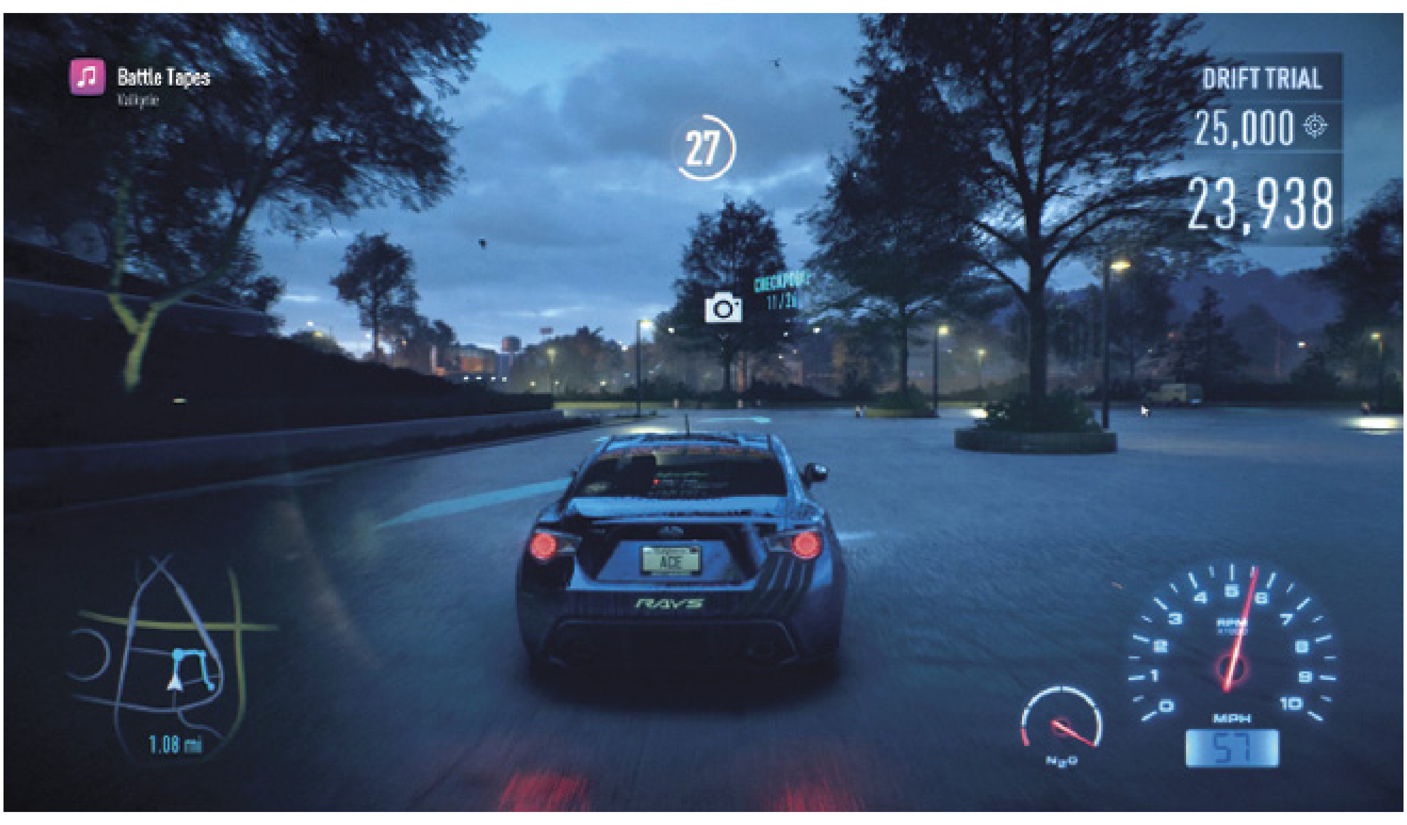
② As you enter the circular tunnel, you can drift a couple times to build up score, as well as during a turn to the left at the exit. Then hit the gas and speed into the next leg.


DRIFT TRIAL
25,000
7,470
1.44 mi
52

③ Take a sharp left turn into a parking lot. Then drift around several turns inside the lot. Exit the parking lot and head back onto the streets for some quick turns where you can pick up more score.


DRIFT TRIAL
25,000
20,903
553
1.11 mi

④ After making a right turn onto a main street, drive across the grass to the right of the road right next to a police station and then return to the street. Follow the course back to the circular tunnel and get some more drifting laid down.

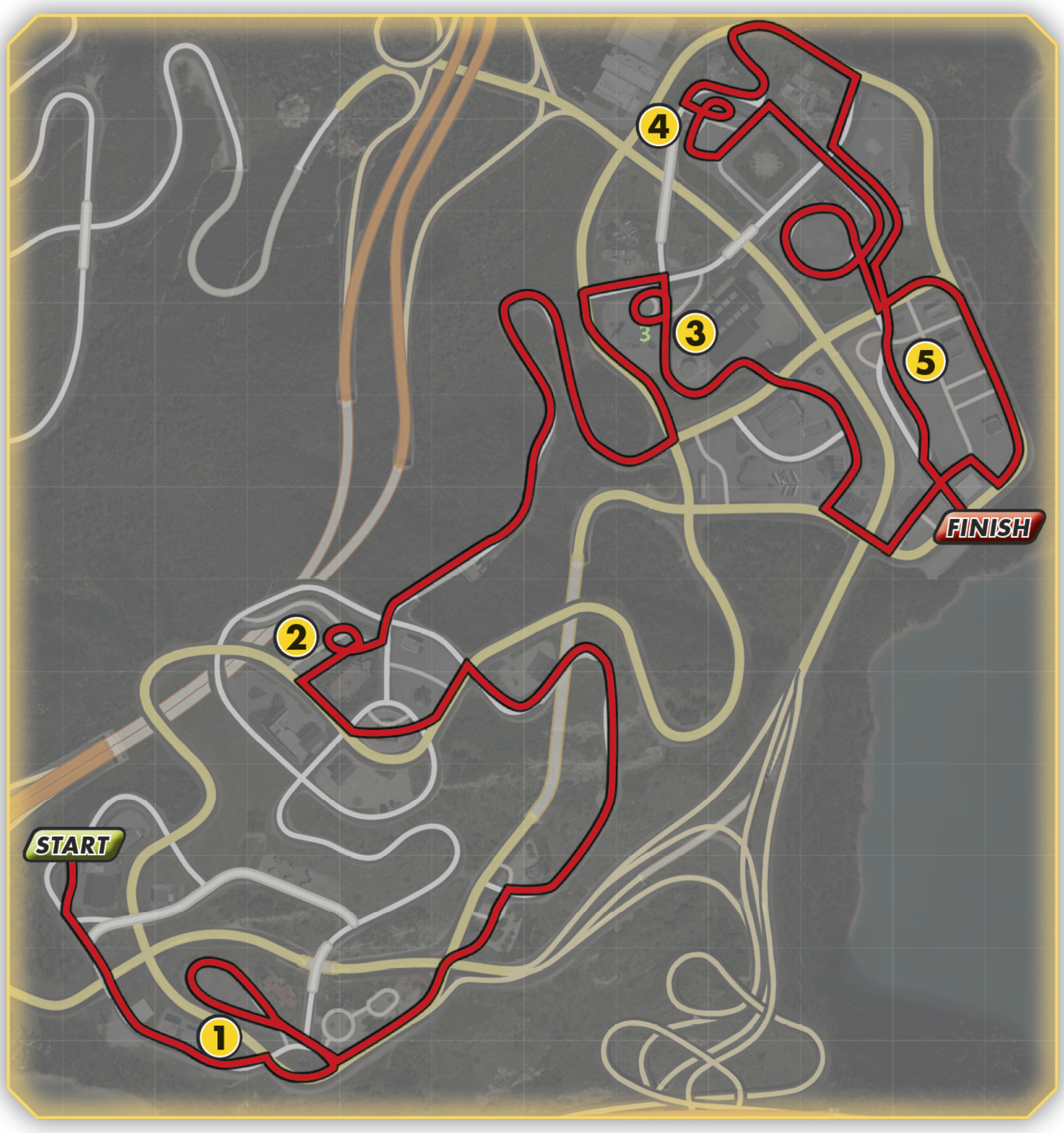

Battle Tapes
DRIFT TRIAL
25,000
23,938
27
1.08 mi
51

⑤ Exit the tunnel and drive straight ahead into the back parking lot of the strip mall. Hit the jump squarely so you maintain control upon landing and continue all the way to the finish line.

# King of Snake

Now that you've completed the previous two events, you're ready for the gymkhana. It literally combines both the time trial and the drift trial into one larger event. You probably had the police chasing you before. Well, they are on alert now and expect them again. A gymkhana event has a target Drift Score you must beat, as well as a time limit.

**OBJECTIVE:** Score more than 63,000 Drift Score and finish the course within 4:35.



① The event begins in Apollo Heights where you did most of the time trial. However, this time, you need to not only be thinking of speed, but also drifting. You can pick up some score as you drift into the parking lot near the start, and then again inside the lot. Don't forget about the jump into another parking lot at the intersection. It's a good way to lose any cops pursuing you.

GYMKHANA
04:22.60
50,000
13,162
SEARCHED COP
2X
903
TOTAL FINE
1,180
29.03
4.67 mi
58

② After taking the tight turns through the hill section on the way to Harbor View, you should already have at least half the score you need.

③ Go around the planter in another parking area and into yet another parking lot to complete the course from the time trial and begin the course for the drift trial. By this time, you should really be focusing on speed. Drift Score will come as you go around those tight turns, so you don't have to try to find places to drift.

GYMKHANA
02:56.13
50,000
3,241
24,629
DRIFTING
1X
152
3.00 mi

④ Continue onto the circular tunnel and further into the city. After another circle in a parking lot, don't forget the grassy jump next to the police station and the race to the circular tunnel.

GYMKHANA
02:00.96
50,000
1,183
43,094
DRIFTING
1X
110
2.04 mi
50

⑤ Sprint all the way to the finish, taking the jump in the parking lot squarely so you can land without crashing. If you run out of time, the event ends and you have to try it again. Many drivers focus too much on drifting and their Drift Score. To ensure you get through it fast enough, only worry about drifting around those fast tight turns where you can score a lot. There are enough of these in the course that you don't have to worry about places where you won't score as much or risk slowing down or losing control.

## TIP

**Manu invites you back to the bunker after you successfully complete the gymkhana. He has posted the run and it's getting thousands of hits. However, you can't rest on your laurels. It's time to get out on the streets and take it to the next level. You need to get Ken Block's attention.**

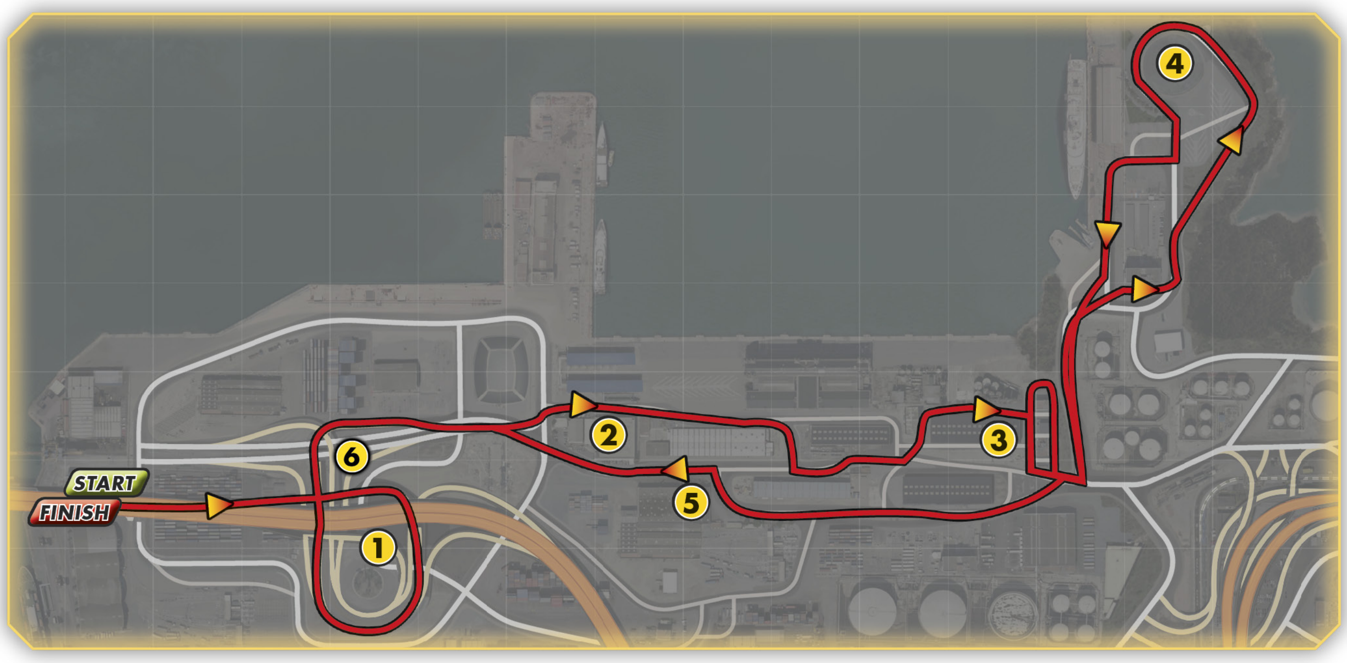
NEED FOR SPEED

Style

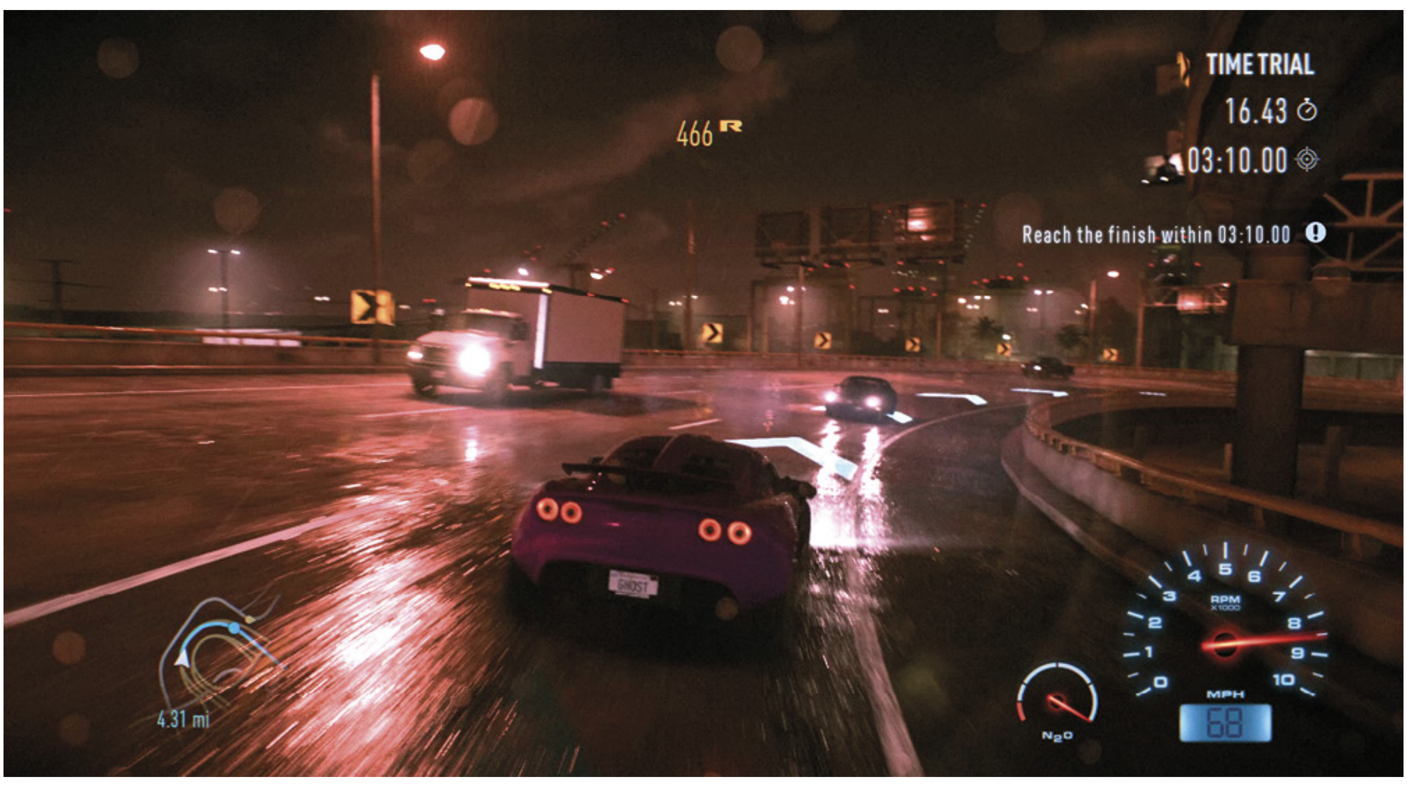
# Japhet's Full Flick

Manu is setting up another big run, so he has given you another time trial for the first part of the larger run. This event takes place in South Port. Since there is a police station you will be racing past, expect some cops to try to stop you.

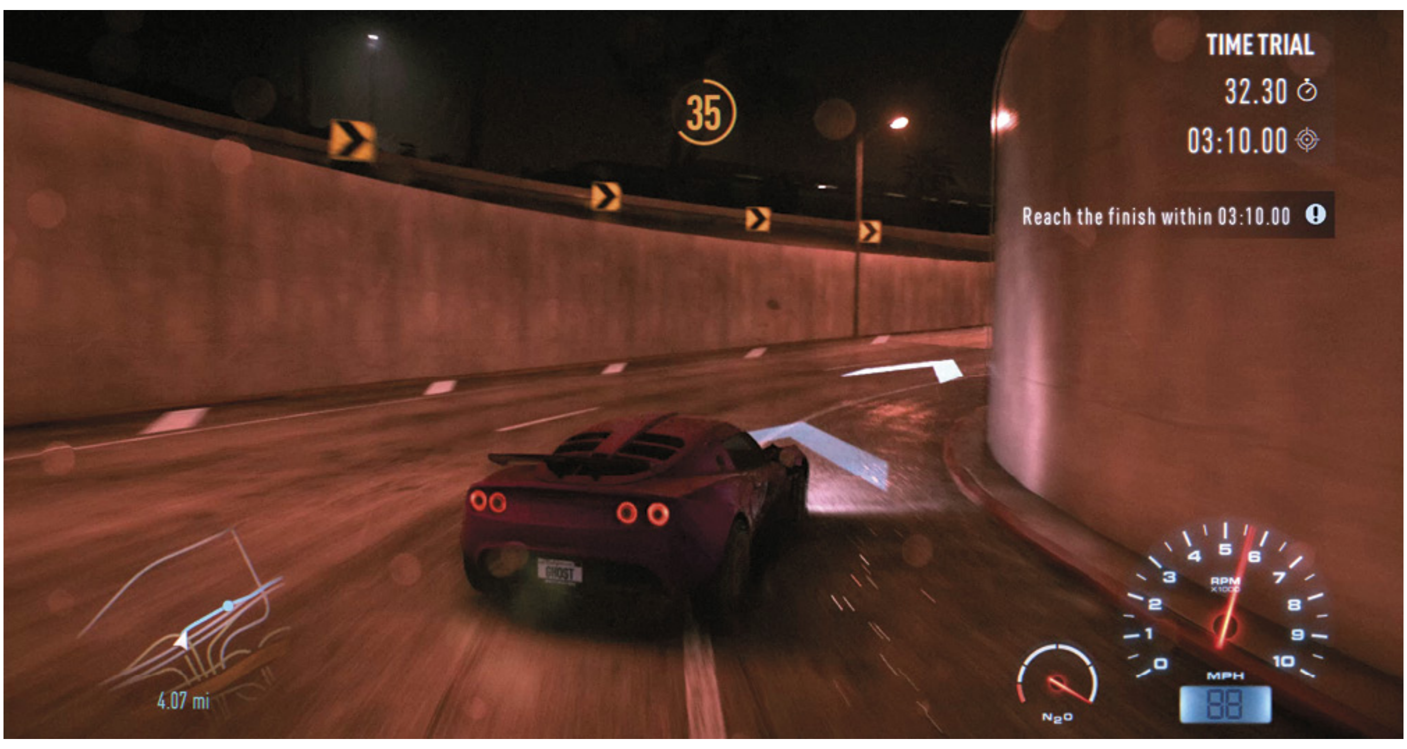
**OBJECTIVE:** Reach the finish line within 3:09.


START
FINISH
①
②
③
④
⑤
⑥

① The race starts and ends on the freeway. So as soon as you begin, accelerate down the left side of the freeway against traffic all the way to the on-ramp, which you will be using to get off the freeway. Slow down on the on-ramp so you can take the turns under control. You also need to watch for traffic.

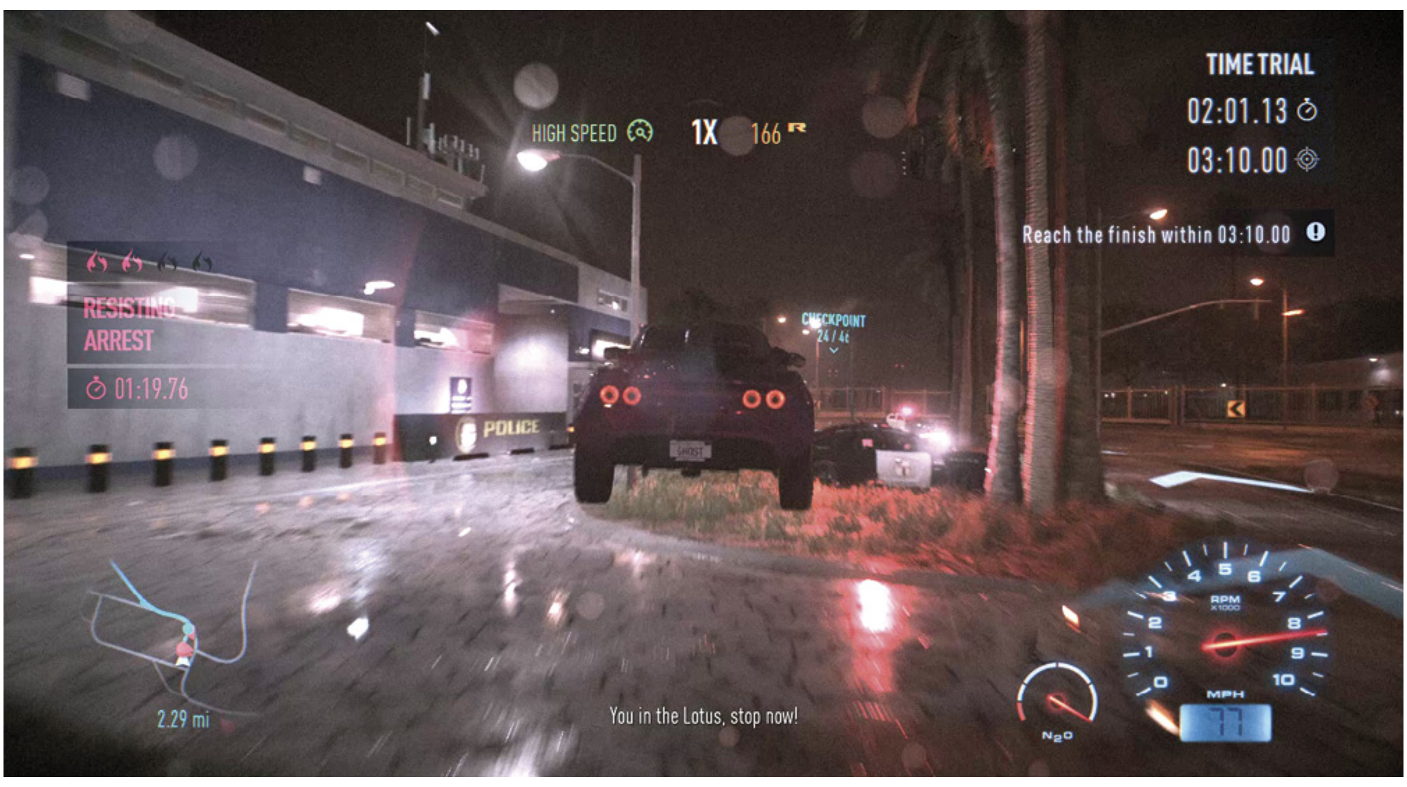

TIME TRIAL
16.43
03:10.00
Reach the finish within 03:10.00
466
4.31 mi
68

② Get onto the street and then accelerate. This is a straight run for a bit. As you cross the intersection, make sure you follow the course to the narrow back area by the warehouses. There's a ramp that if you take fast enough, you can jump over a container and not waste time driving around it and other obstacles.


TIME TRIAL
32.30
03:10.00
Reach the finish within 03:10.00
35
4.07 mi
88

③ Now you start driving around the warehouses, making several sharp turns. The key here is to not go too fast. Losing control wastes more time than caution. This is also a great space to lose any police following you.

④ Get back onto the main roads and continue along the course to the edge of the area. Follow the checkpoints right up a ramp to jump into the police department parking lot and get some more cops to pursue you as you head back toward the warehouses—driving through a gas station along the way.


TIME TRIAL
02:01.13
03:10.00
Reach the finish within 03:10.00
HIGH SPEED
1X
166
RESISTING ARREST
01:19.76
CHECKPOINT
POLICE
2.29 mi
You in the Lotus, stop now!
37

⑤ Speed down the straightaway. About halfway back to the on-ramp, the road takes a sharp right, followed by a sharp left. Slow down here and then follow the course off-road a bit to hit a ramp.

⑥ Continue onto the on-ramp and take it around a series of turns until you're on the freeway. Then let the horses loose and sprint all the way to the finish line to beat the time limit. This is a tough time trial and you need a car with a combination of horsepower and handling to manage the tight turns.

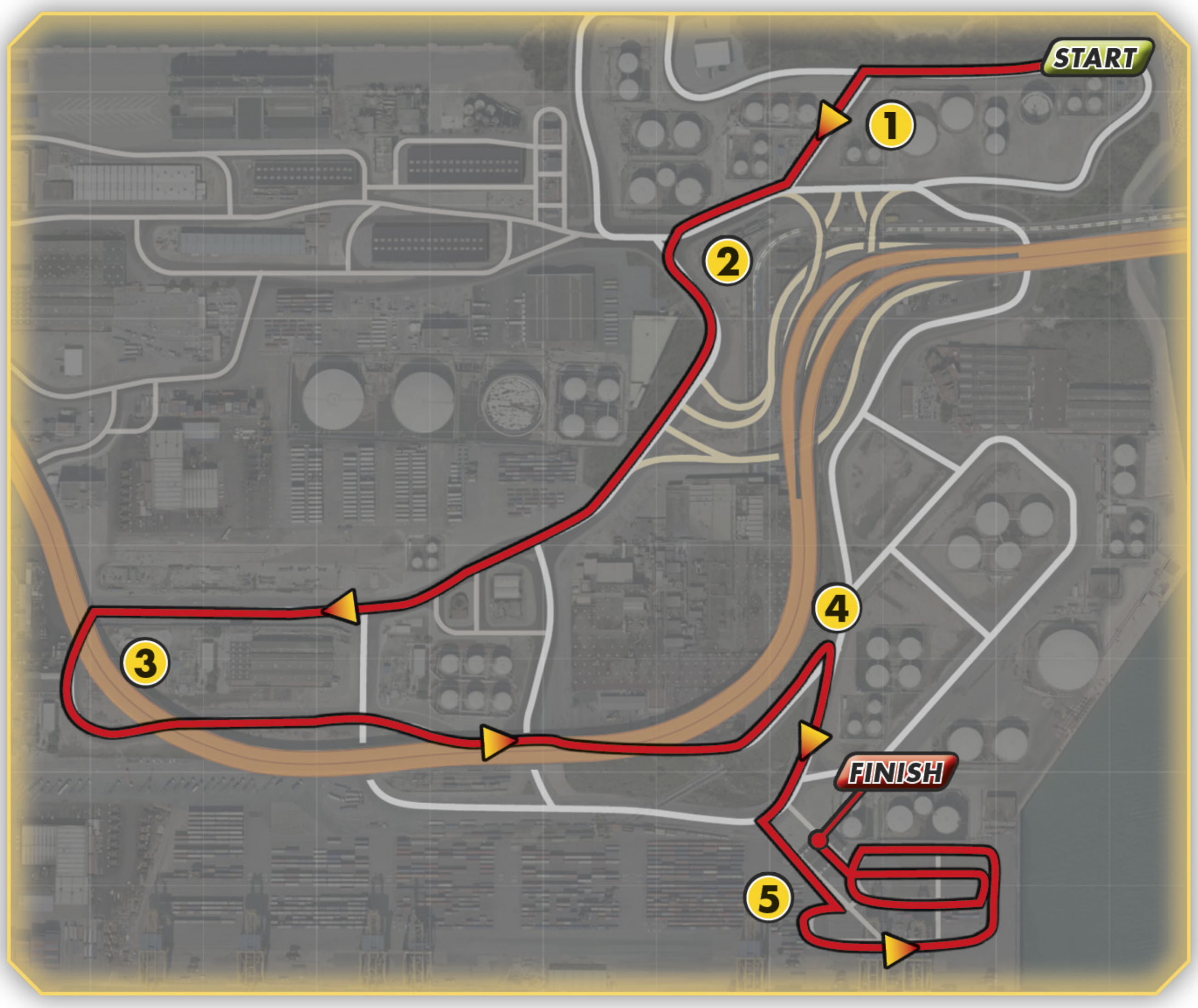
NEED FOR SPEED

## Style

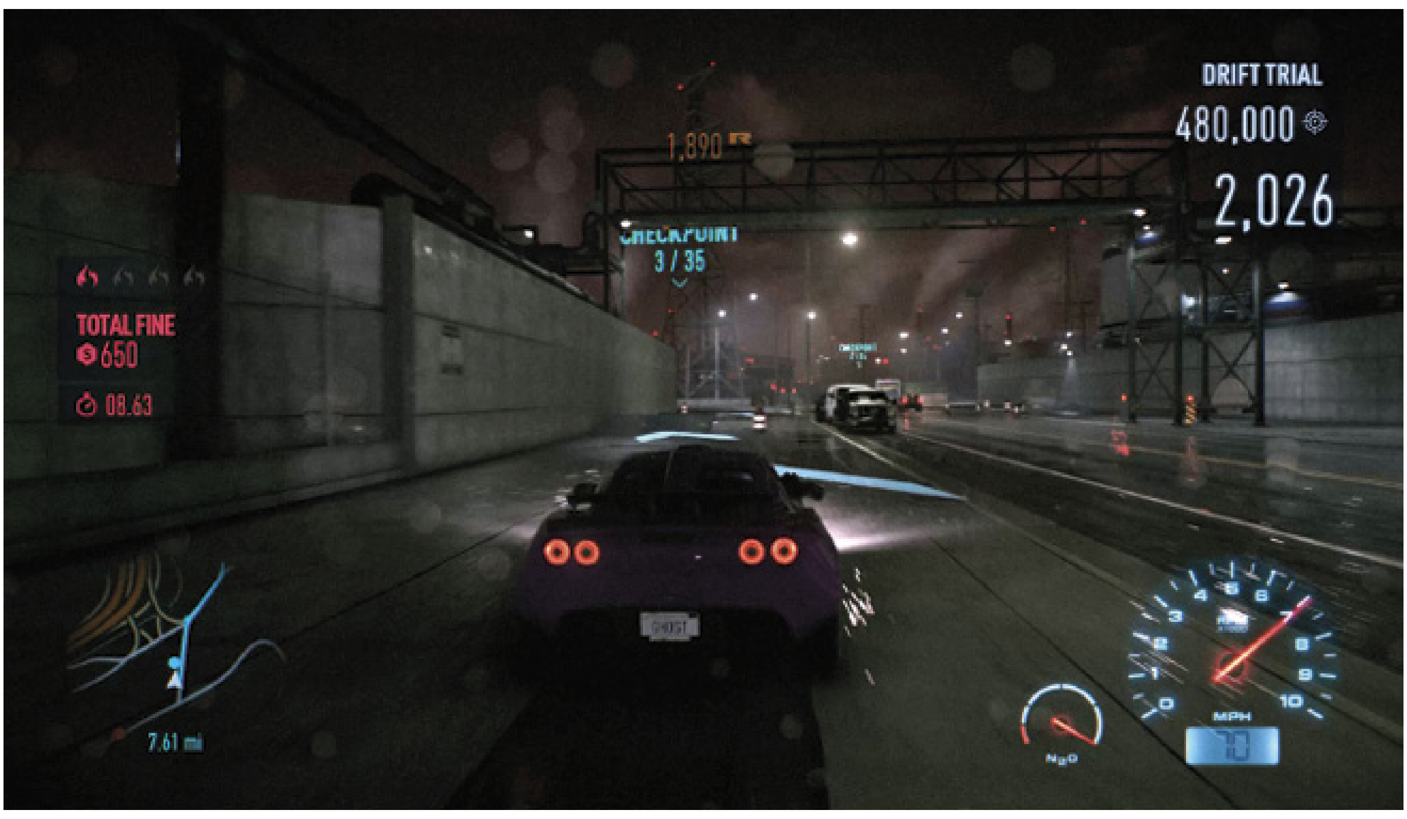
# Push Downstairs

This is the second part of Manu's big run. He has you doing a drift trial along the route to get you acquainted with it.

**OBJECTIVE:** Score 30,000 Drift Score to win this event.

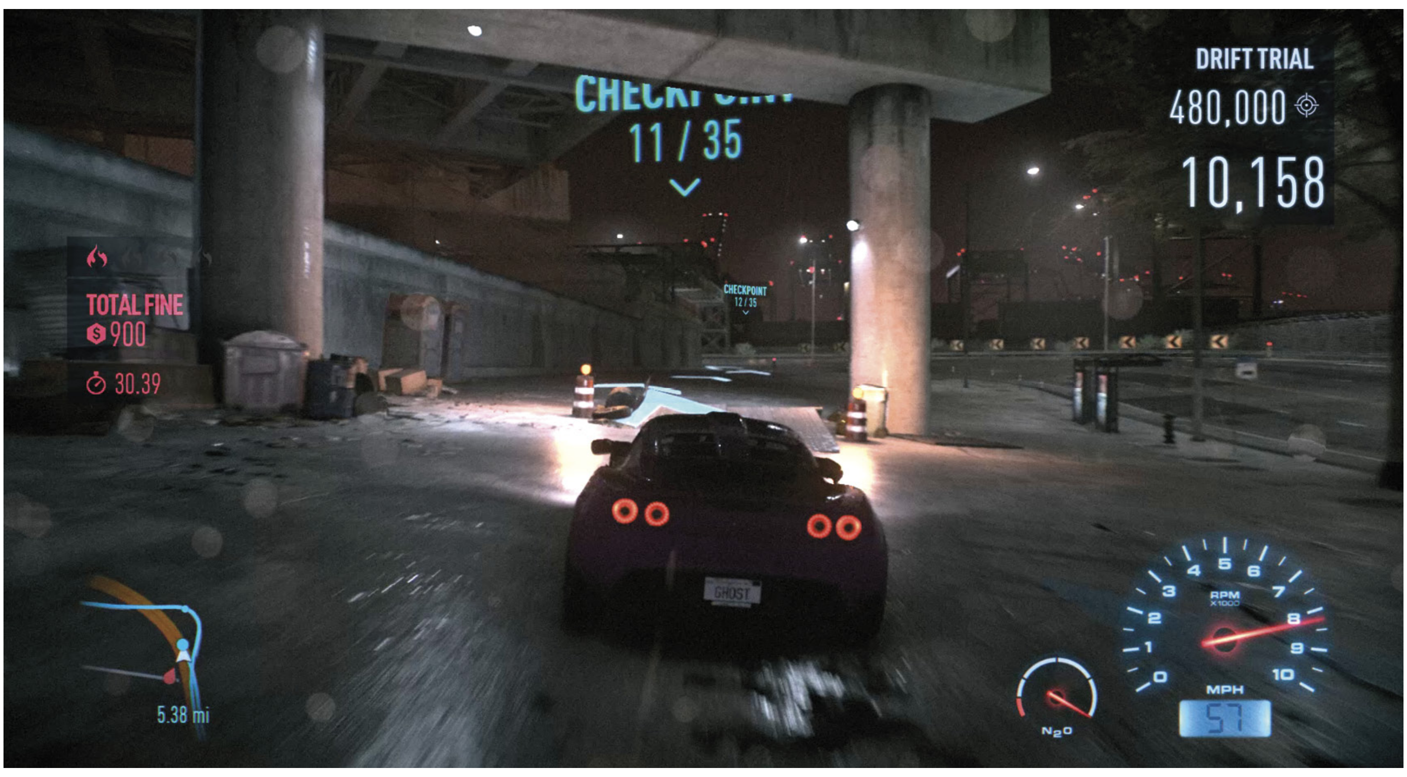

START
1
2
3
4
5
FINISH

① This is actually a pretty tough run since there aren't a lot of areas where you can get some high Drift Scores. From the start, accelerate and then drift around the first two turns. They are not very tight, but you can still get some score.


DRIFT TRIAL
480,000
2,026
1,890
CHECKPOINT
3 / 35
TOTAL FINE
$650
08.63
7.61 mi
MPH
70

② The turn to the left here is where you should drift with your best style. It's followed by a turn to the right, so be ready for it so you don't run into something. Now you have a fairly straight run. Try to drift around any bit of turn you can to rack up some more score.

③ This turn is tricky. You actually need to cut the turn short and go off-road before you get to the intersection. Hit the jump and then follow the course around to the left and back onto the road. However, you don't always stay on the road. Watch the course as it takes you off to the sides to hit jumps as you drive under the freeway that passes overhead.


CHECKPOINT
11 / 35
DRIFT TRIAL
480,000
10,158
TOTAL FINE
$900
30.39
5.38 mi
MPH
57

④ Get back onto the road and race to an extremely sharp right turn. Take it with speed and drift around it for some good points. Follow the course out to the dock area.

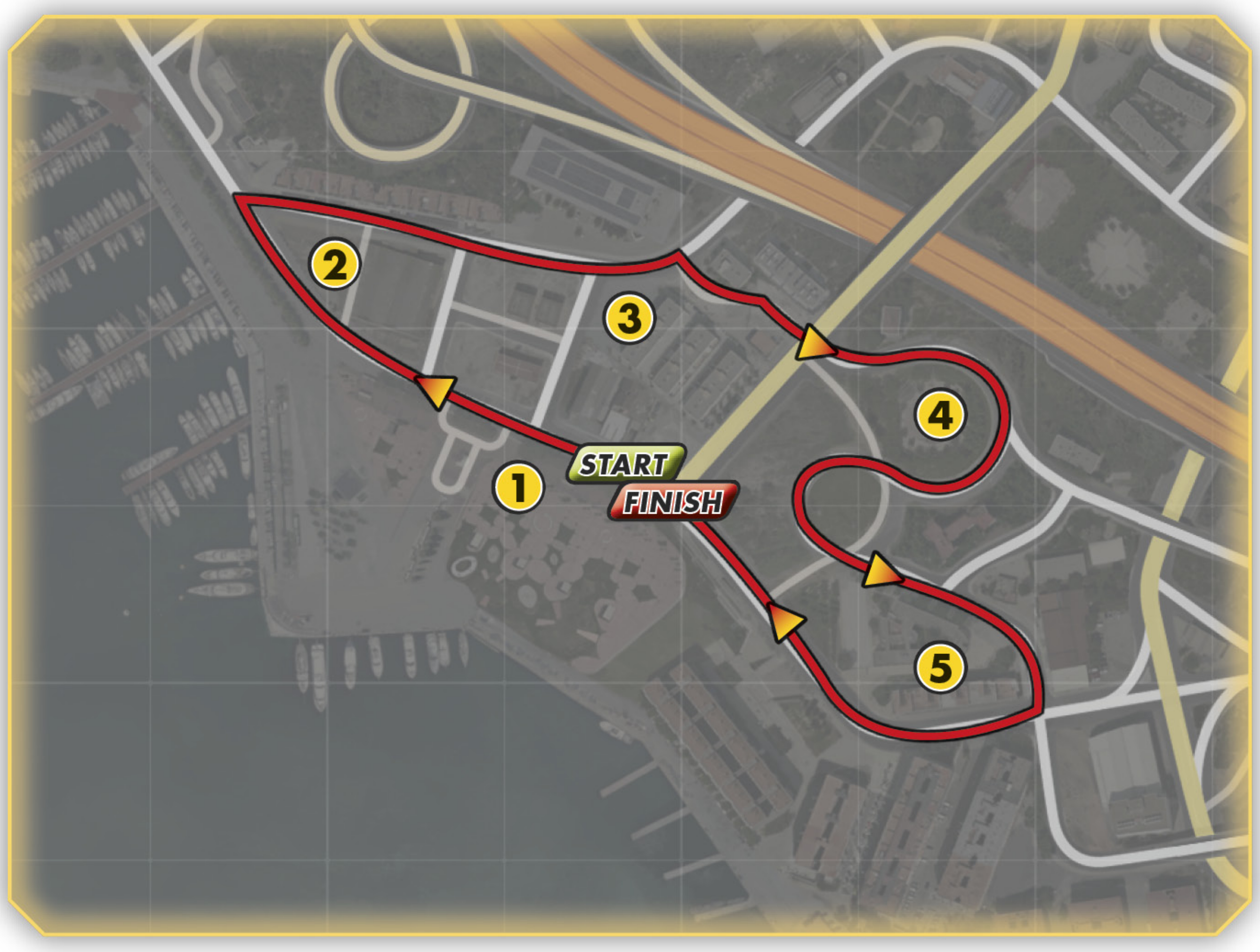
⑤ As you enter the docks, veer to the right to take a jump, then turn your way around the containers. This is a great place to boost your Drift Score. Finally, race out of the dock area to the finish line.

Style

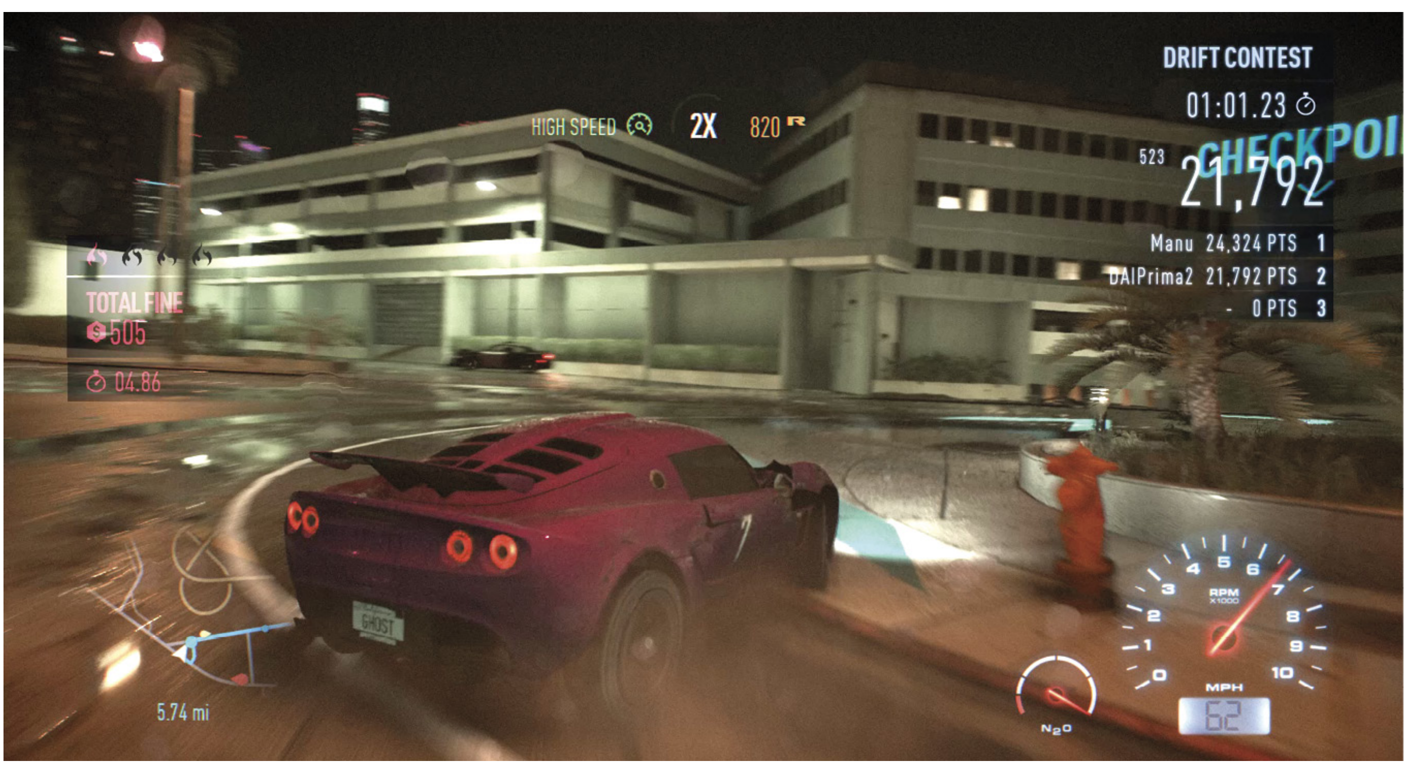
## Shiroi Kabocha

Manu is in the mood for a drift contest. He has an event set up in Royal Park between just you and him. You have a short course and 3:20 to get as high of a Drift Score as you can.

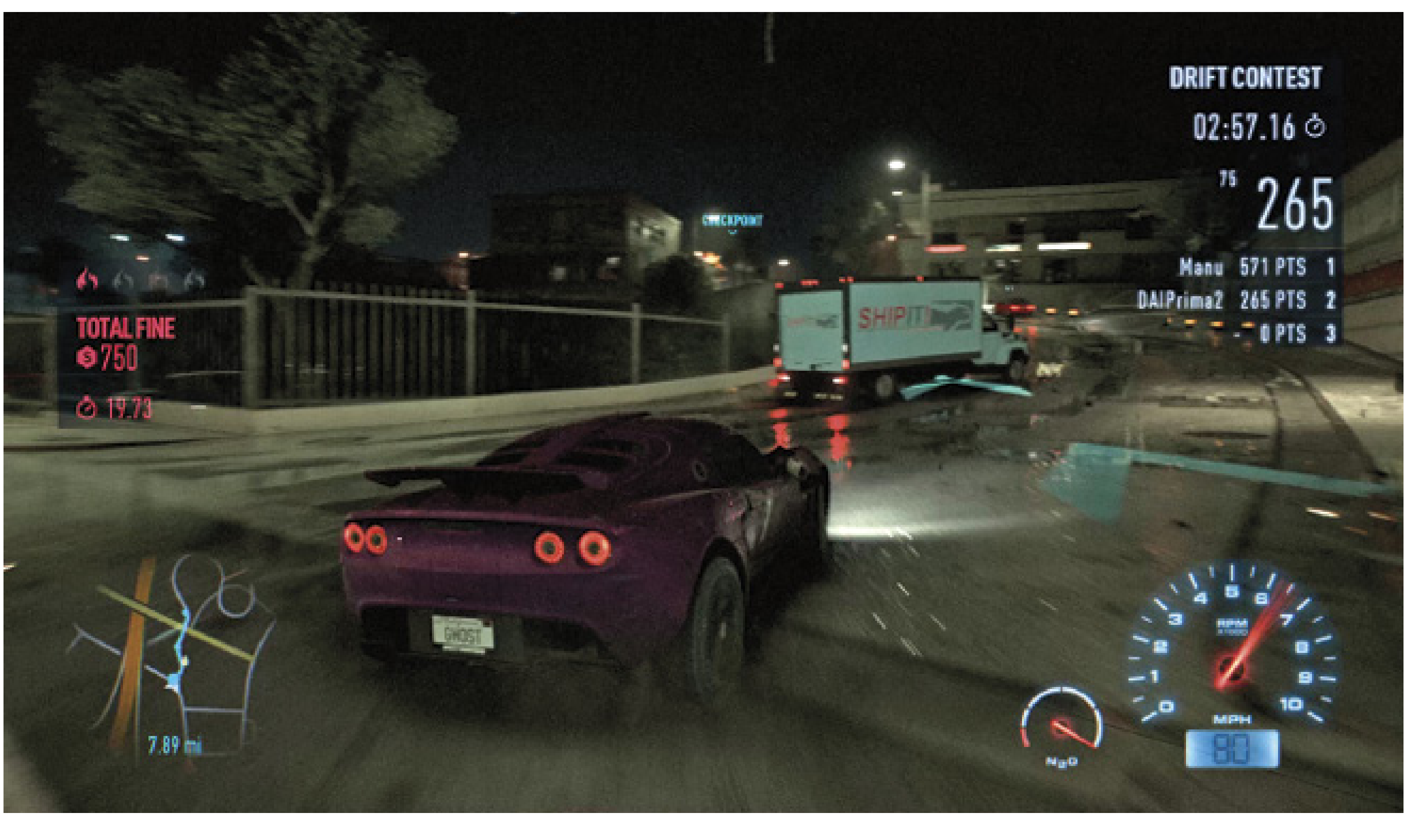
**OBJECTIVE:** **Earn the most Drift Score to win.**


2
3
4
START
FINISH
1
5

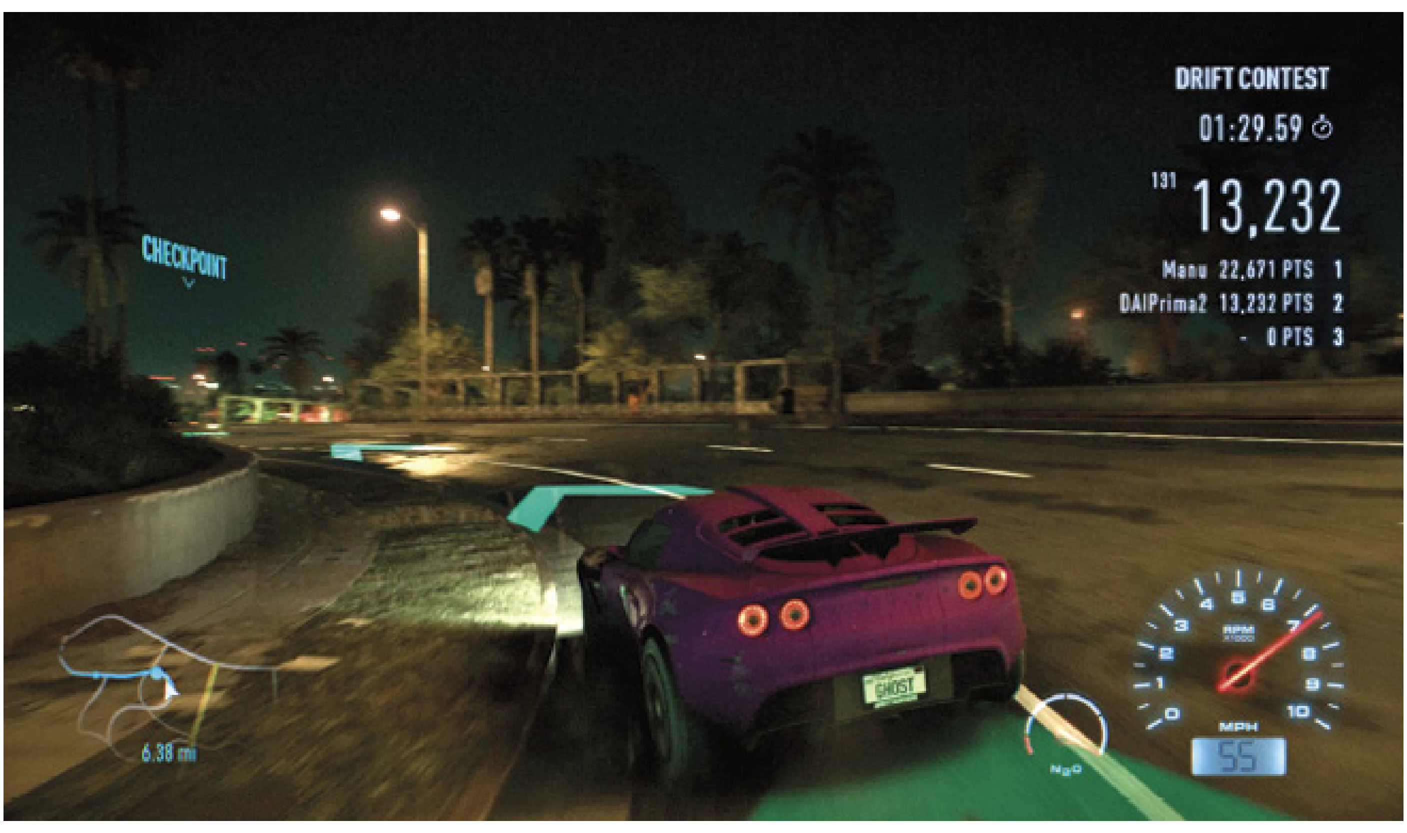
① The first leg of this course is the straightaway and it's all about speed. While you do not earn any Drift Score here, you want to get through it as fast as possible to get the turns and have a lot of speed for the first tight one.


DRIFT CONTEST
01:01.23
HIGH SPEED
2X
820
523
21,792
CHECKPOI
Manu 24,324 PTS 1
DAIPrima2 21,792 PTS 2
- 0 PTS 3
TOTAL FINE
5.74 mi
N₂O
62

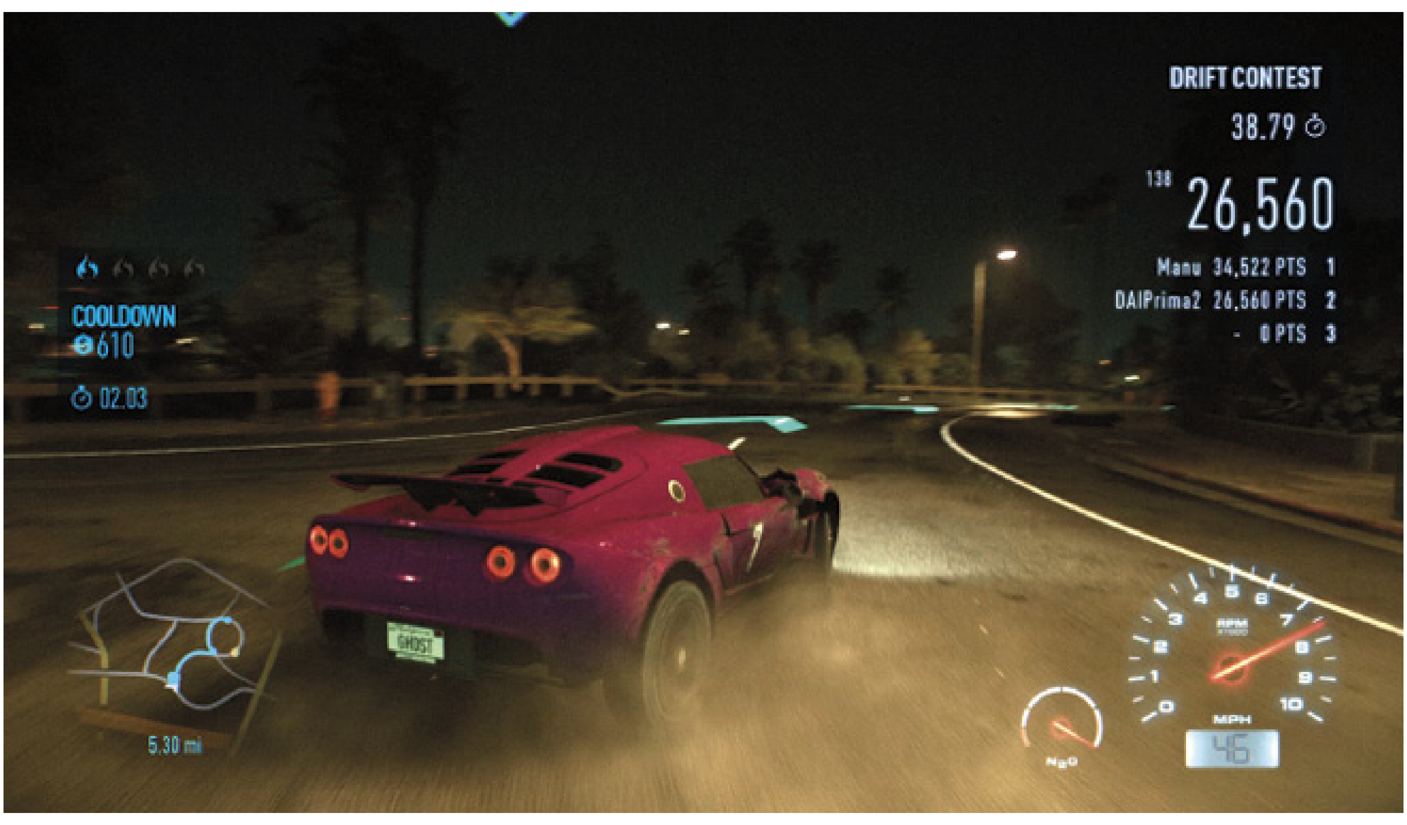
② Since you're coming off a speed run as you hit this tight turn fast, try to keep the front of your bumper facing the inside of the turn. You can score a lot of points here if you do it right and don't collide with something.


DRIFT CONTEST
02:57.16
75
265
Manu 571 PTS 1
DAIPrima2 265 PTS 2
- 0 PTS 3
CHECKPOINT
TOTAL FINE
750
7.89 mi
N₂O
80

③ Continue along the road, pick up speed, and then take this turn to the right. Drift around it and watch for traffic. Follow a road with some turns, but don't waste time trying to drift. Instead, try to build some speed.


DRIFT CONTEST
01:29.59
131
13,232
Manu 22,671 PTS 1
DAIPrima2 13,232 PTS 2
- 0 PTS 3
CHECKPOINT
6.38 mi
N₂O
55

④ Drift around as much of this circular turn as possible. It's hard to get enough speed with control to drift around most of it. Instead, get ready for another turn in the opposite direction as you exit. This one is better for drifting.


DRIFT CONTEST
38.79
138
26,560
Manu 34,522 PTS 1
DAIPrima2 26,560 PTS 2
- 0 PTS 3
COOLDOWN
610
02.83
5.38 mi
N₂O
45

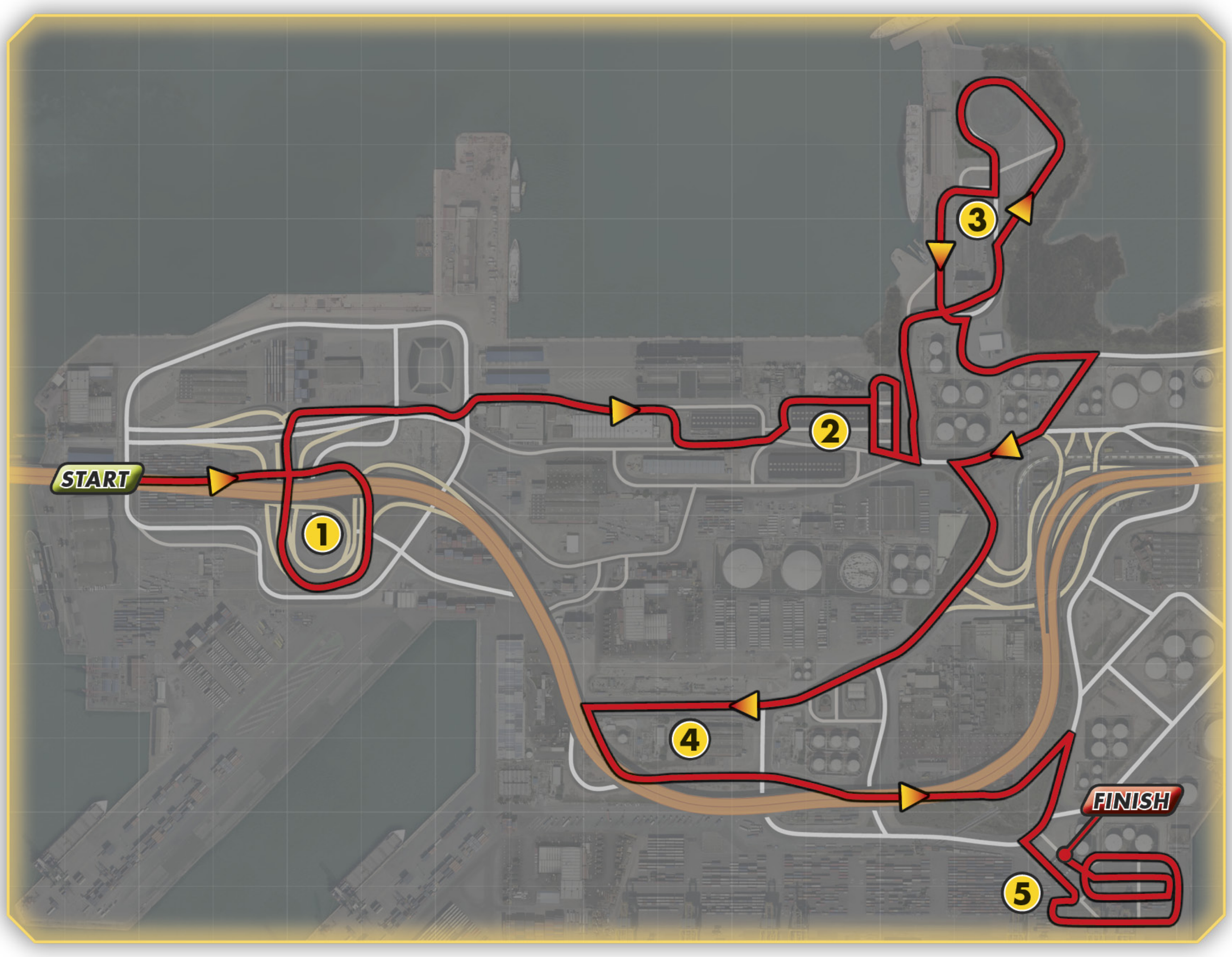
⑤ Upon exiting the turn, accelerate and then take the left turn at the intersection. Drift around it and get some drifting along a curve in the road as you then return to the starting straightaway. Speed up and do it all over again until the timer runs out.

Style

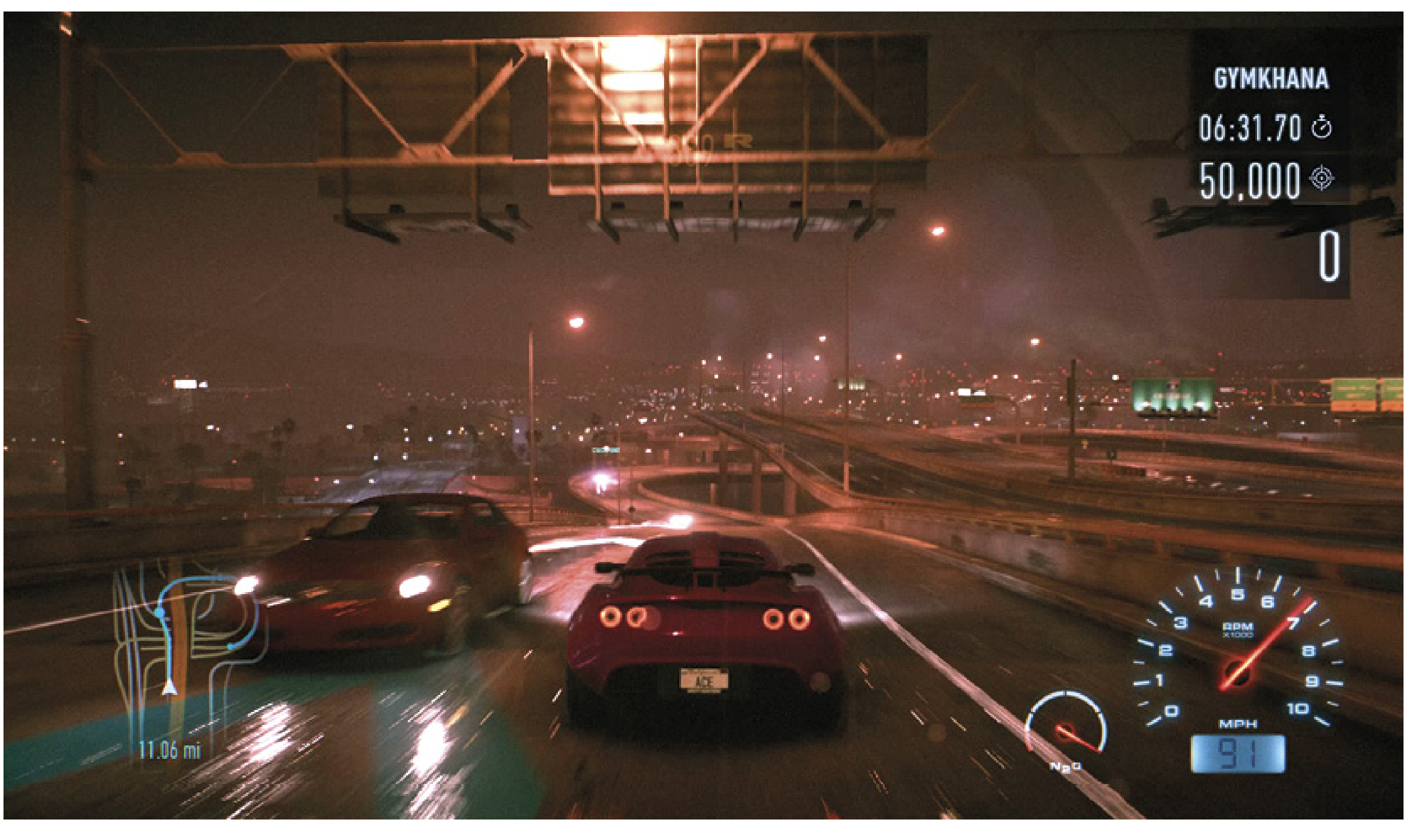
## Block Party

Manu has another gymkhana to really get Ken Block's attention this time. It combines Japhet's Full Flick and Push Downstairs into one big run. There are lots of jumps and several areas of off-road driving.

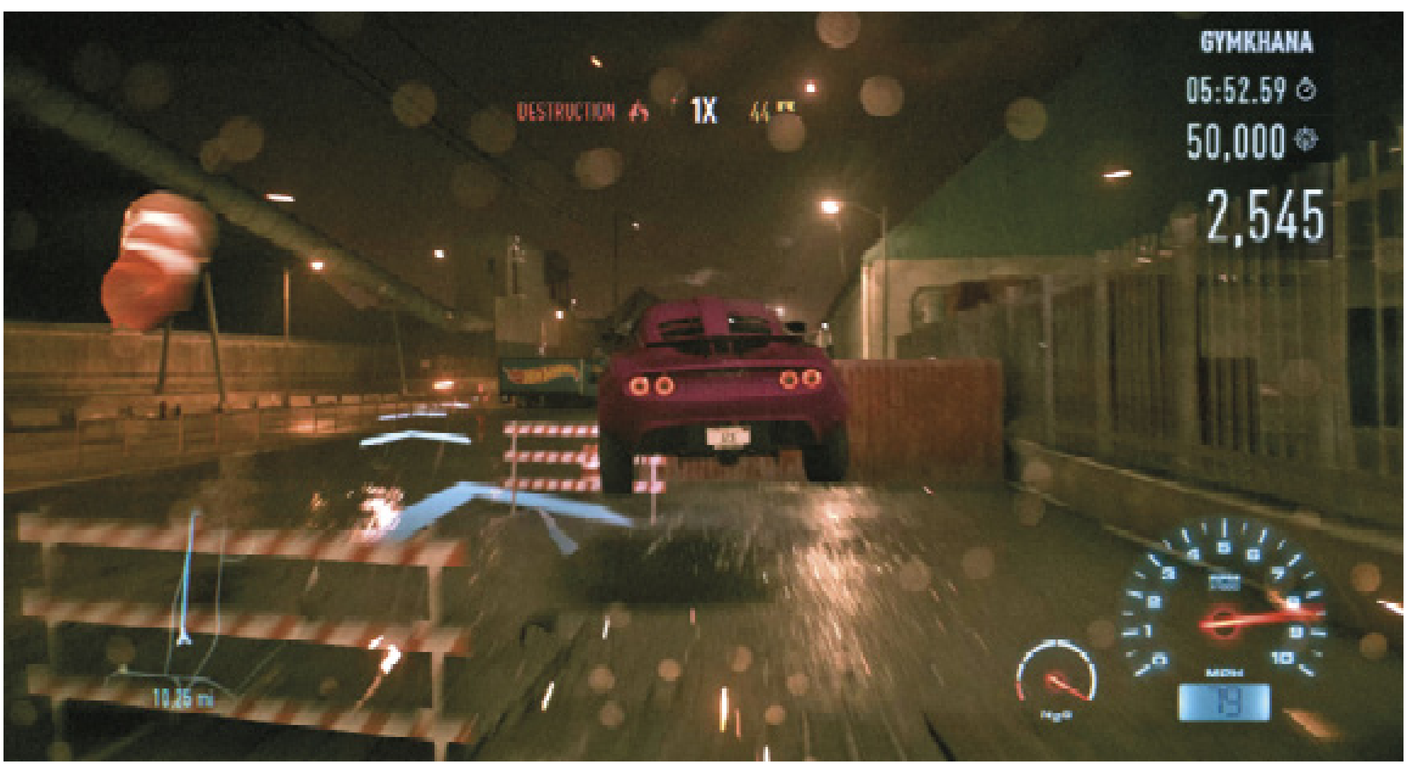
**OBJECTIVE: Score more than 60,000 Drift Score and finish the course within 4:40.**



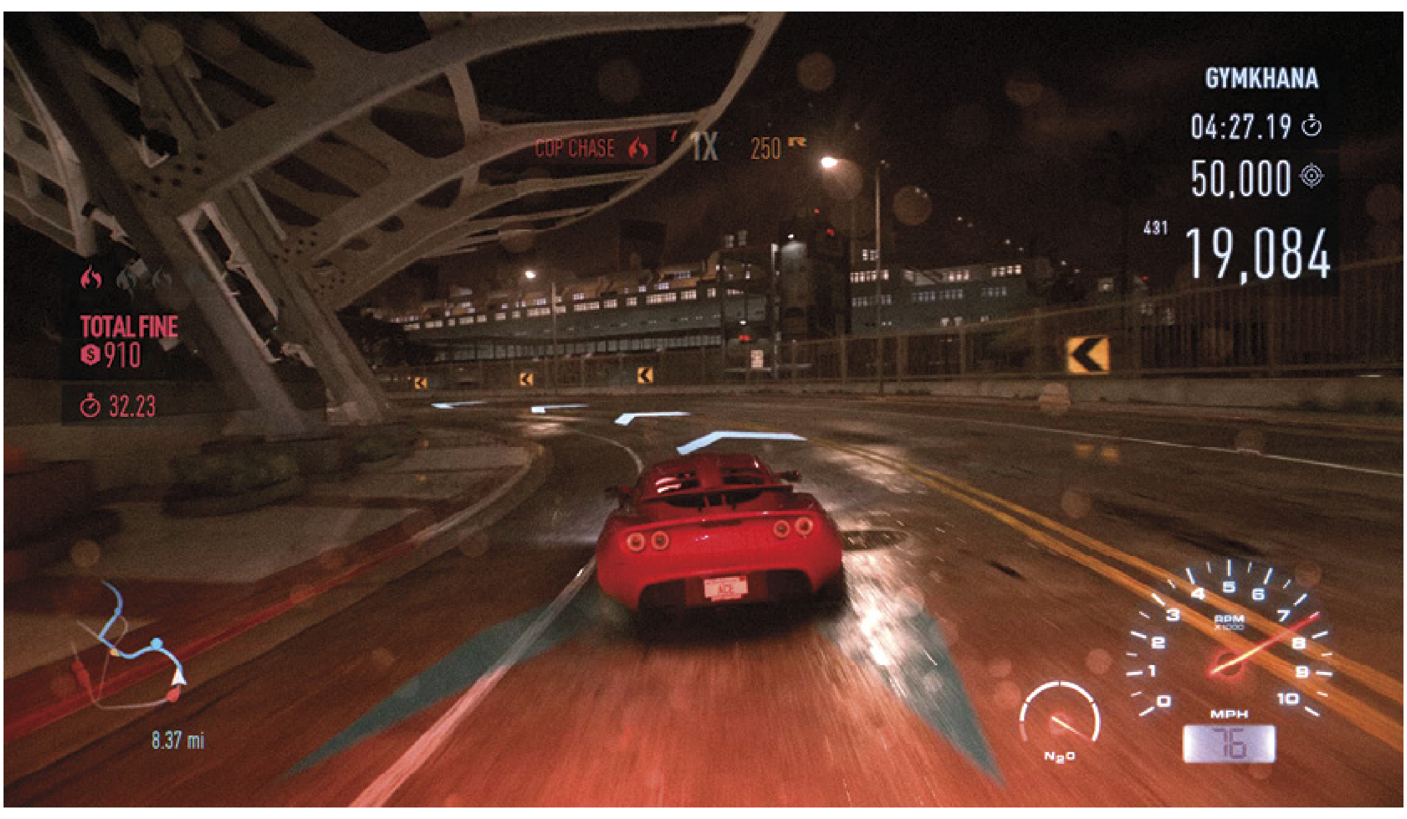
① Punch it right at the start to get your car up to speed along the freeway. Don't slow down until the first turn of the on-ramp. Pick up some Drift Score on these turns and continue around to the main road. As you race across the intersection, drive a straight line at high speed to hit the ramp and jump over the container, then continue on.



② Pick up some Drift Score around the warehouses, then make your away to the jump at the police station. You don't want to miss this or you'll have to go back around to pick up the checkpoint.



③ As soon as you land, drift to the left and follow the course around the Art Centre, then back around to the main roads. Don't waste time drifting on the small turns since it's better to take them under control. However, when you get a bit of straight road, speed up so you can take those tighter turns for more Drift Score.



④ There's a long speed run, which you need to make clean to finish the race within the time limit. Remember you have to cut the turn at the end of the run early so you can hit the ramp and checkpoint under the freeway. This turn and the one after the ramp can earn some good score, as well. Continue back toward the docks and hit the very tight turn with speed so you can rack up more points.

⑤ The docks area is your last chance to get Drift Score. If you have driven a clean run so far, you should have plenty of time to make sure you get as much score as possible while drifting around the containers. Once you reach your score requirement, just get to the finish line at the exit of the docks.

### TIP

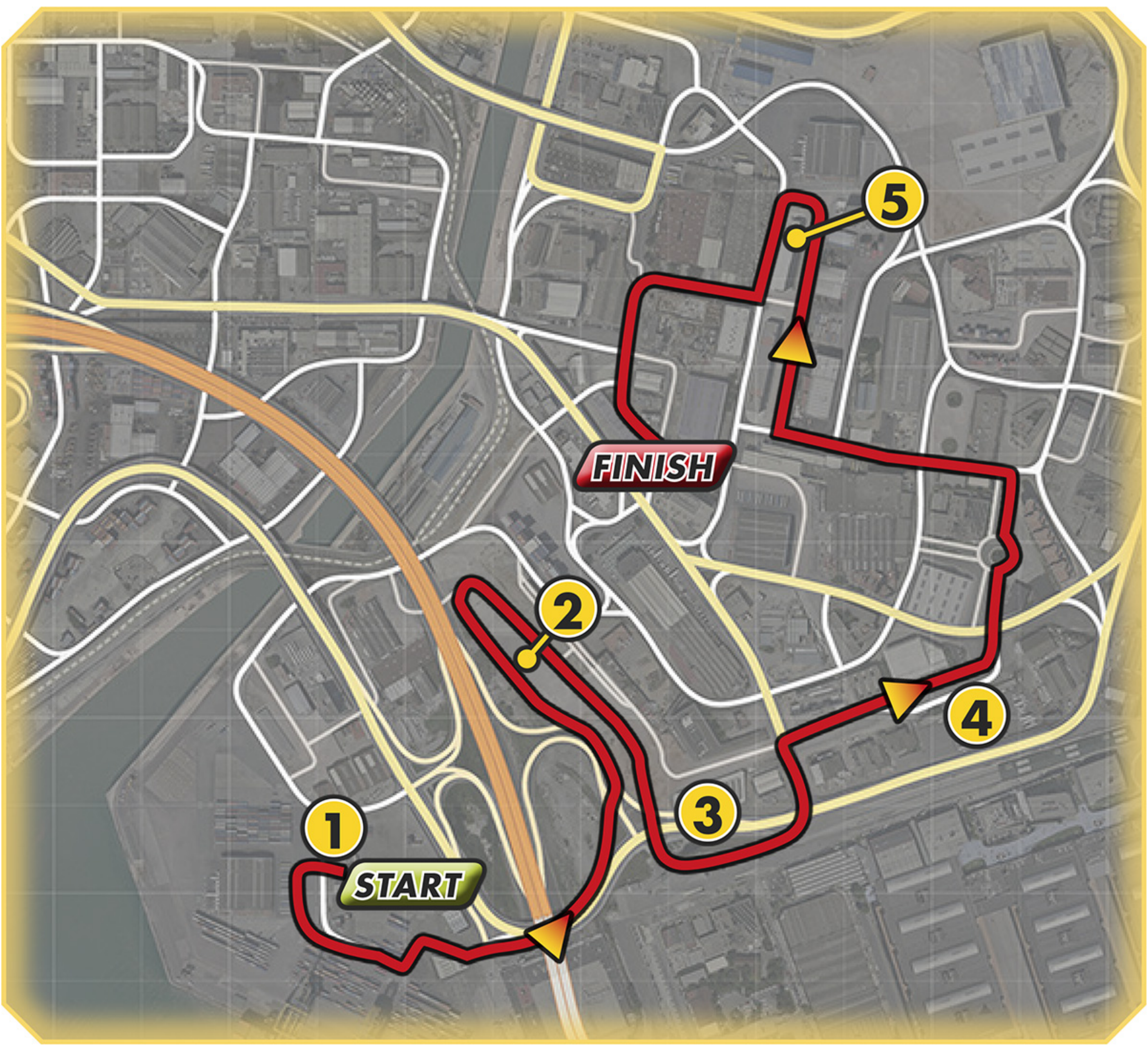
**That gymkhana was awesome! Head back to the bunker. When you get there, Manu has someone he wants to introduce you to: Ken Block himself! He likes your style and now he wants to race with you.**

Style

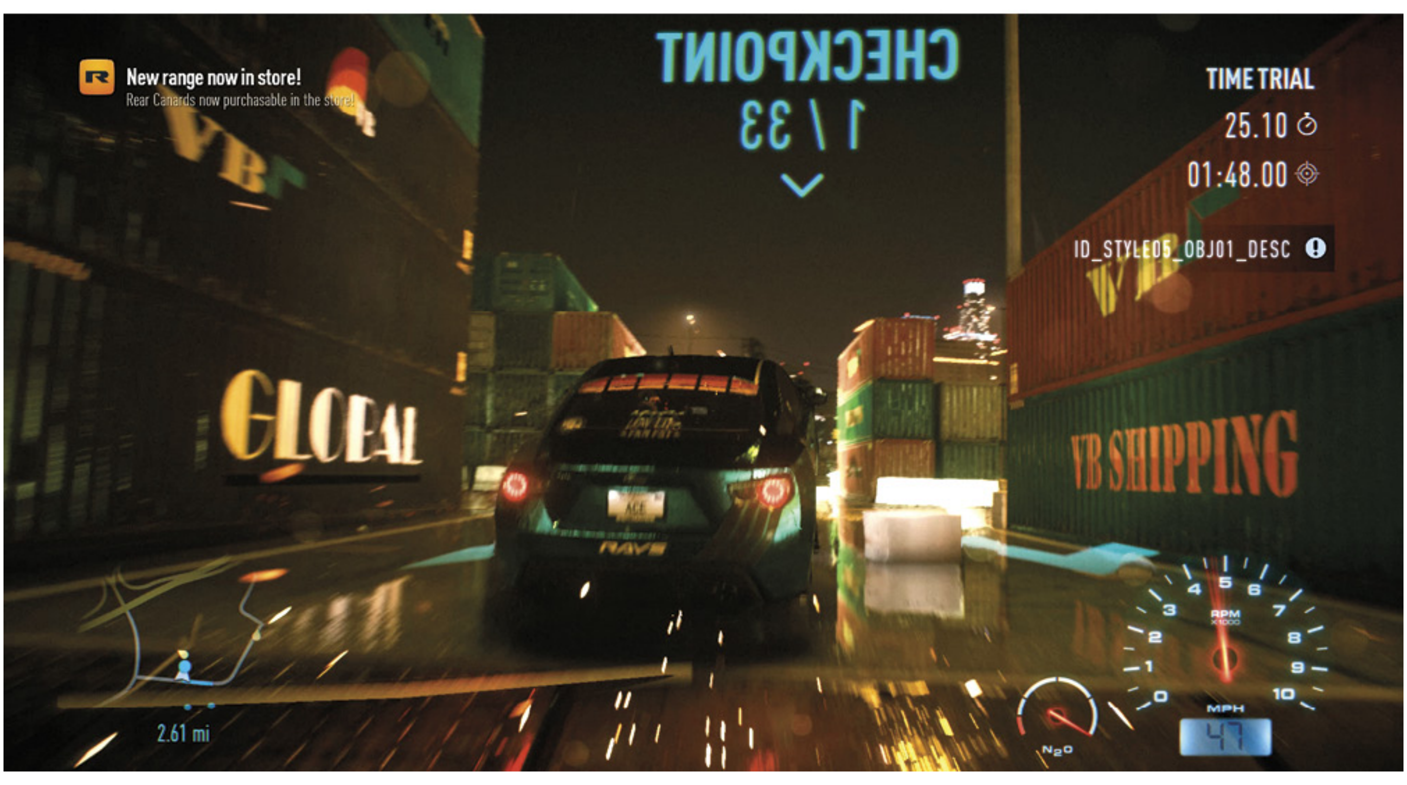
# Once More with Feeling

Ken and Manu have a time trial run. Tune your ride for grip. You don't want to drift or slide when you need to be driving as fast as you can and taking turns with total control. This time you are racing around Burnwood. They are setting up for one big gymkhana, so this is half of the course. Pay attention since you'll be running it again.

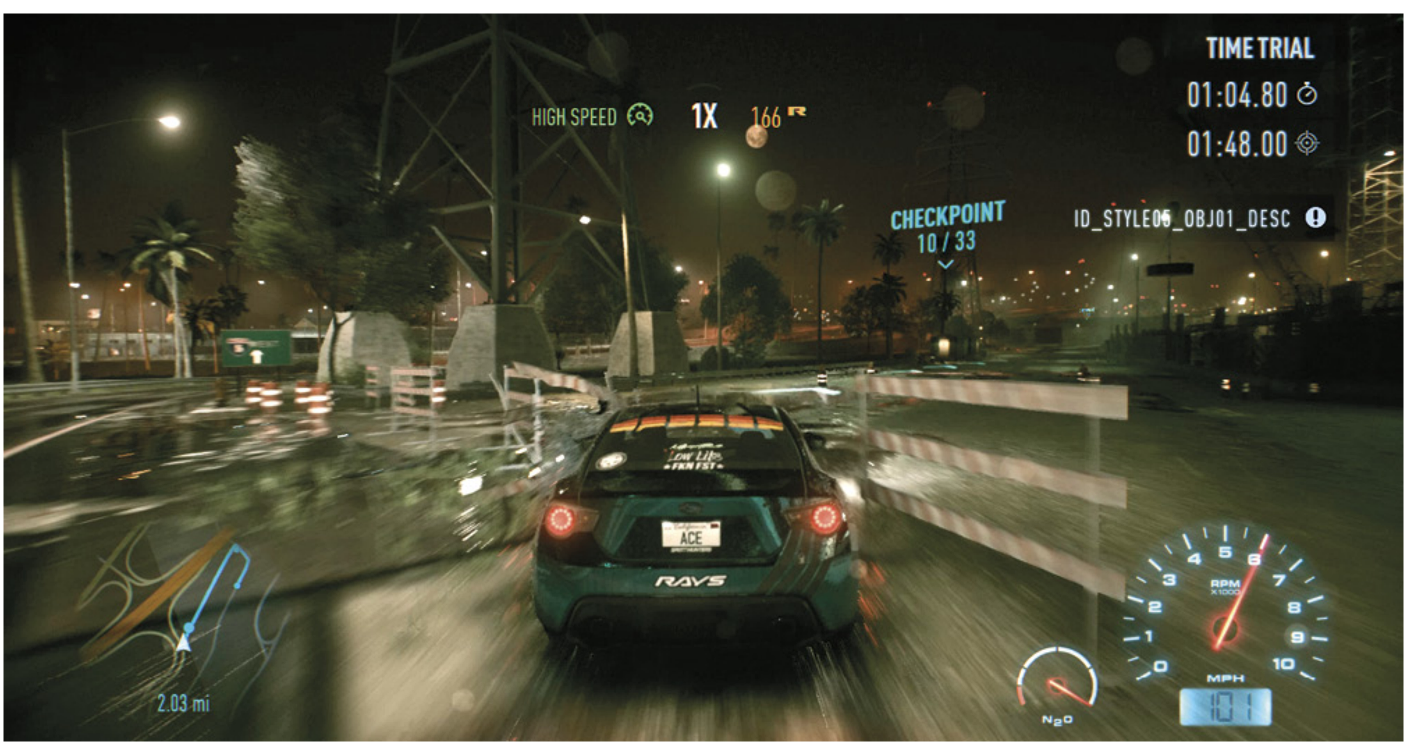
**OBJECTIVE:** Reach the finish line within 1:03.


5
FINISH
2
4
3
1
START

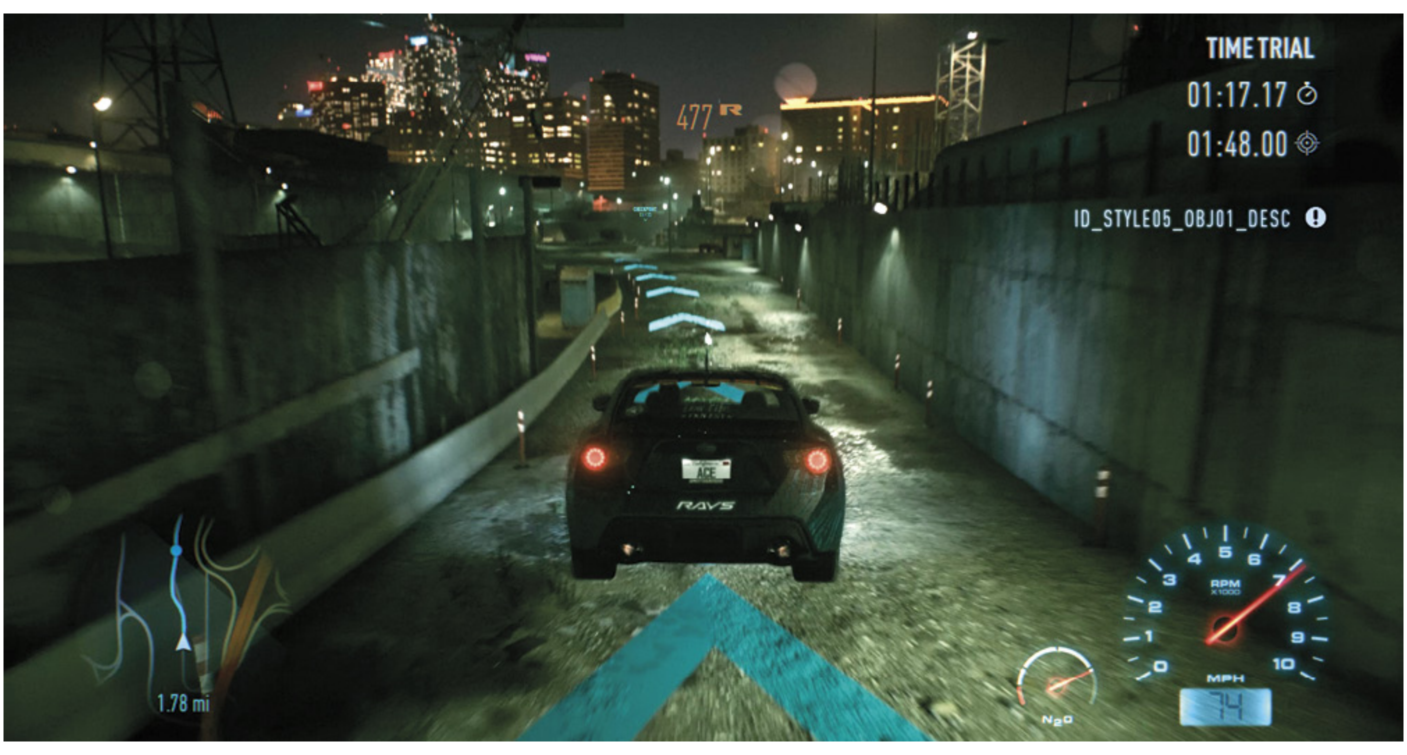
① Even though this is a time trial, the course has all the gymkhana elements, such as off-road driving and jumps.


New range now in store!
CHECKPOINT
1 / 33
TIME TRIAL
25.10
01:48.00
ID_STYLE05_OBJ01_DESC
GLOBAL
VB SHIPPING
2.61 mi

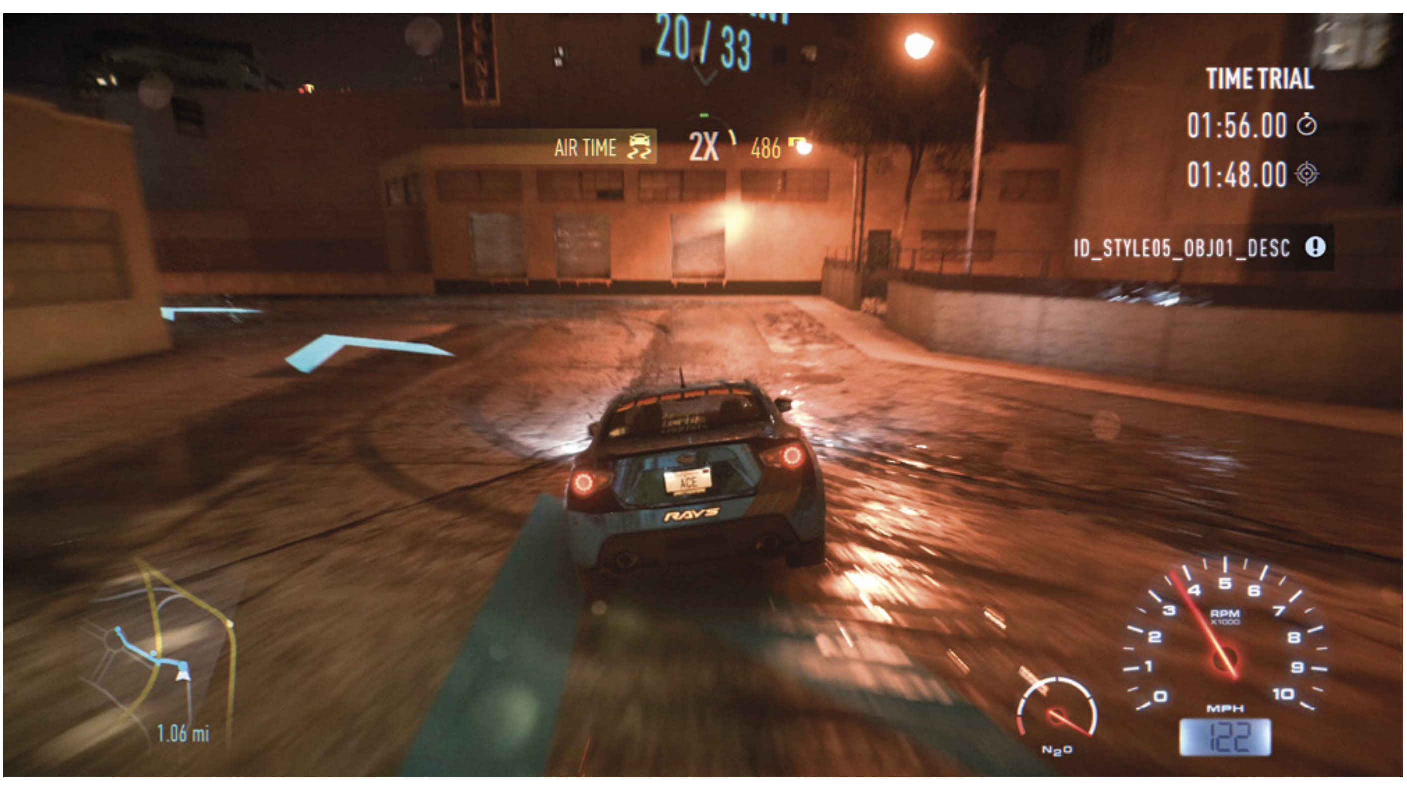
② Follow the road around and drive across on-ramp and off-ramp areas. Bust through a barricade and enter a construction zone. There's a hairpin turn you must make, followed by a couple of jumps.


HIGH SPEED
1X
166
CHECKPOINT
10 / 33
TIME TRIAL
01:04.80
01:48.00
ID_STYLE05_OBJ01_DESC
2.03 mi

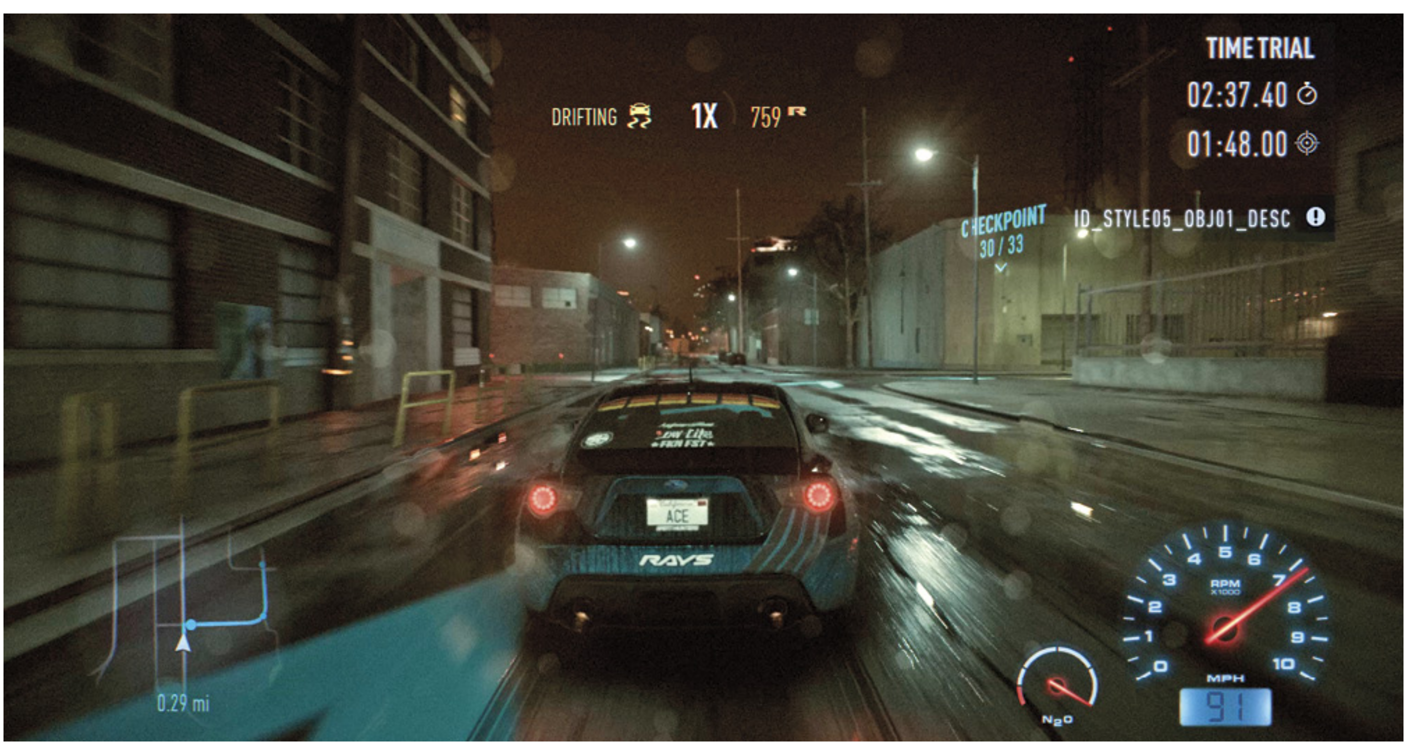
③ As you approach the tight turn to the left, slow down and get through it under control. You have another tight turn to the left to get back onto the city streets. There's a tight right turn down an alley that you need to watch for or you can drive past it since it comes up quickly.


TIME TRIAL
01:17.17
01:48.00
ID_STYLE05_OBJ01_DESC
1.78 mi

④ Follow the course through the alley and hit the jump. As soon as you land, slow down and crank the wheel to the left to make a tight turn and avoid slamming into a wall. Keep going through a parking area and then take a left turn onto a street.


20 / 33
AIR TIME
2X
486
TIME TRIAL
01:56.00
01:48.00
ID_STYLE05_OBJ01_DESC
1.06 mi

⑤ The course takes you through some narrow city streets where you must make some quick turns. Keep going as fast as you can to get to the finish line within the set time. This is a tight race. There's not a lot of room for errors on this one.


DRIFTING
1X
759
CHECKPOINT
30 / 33
TIME TRIAL
02:37.40
01:48.00
ID_STYLE05_OBJ01_DESC
0.29 mi

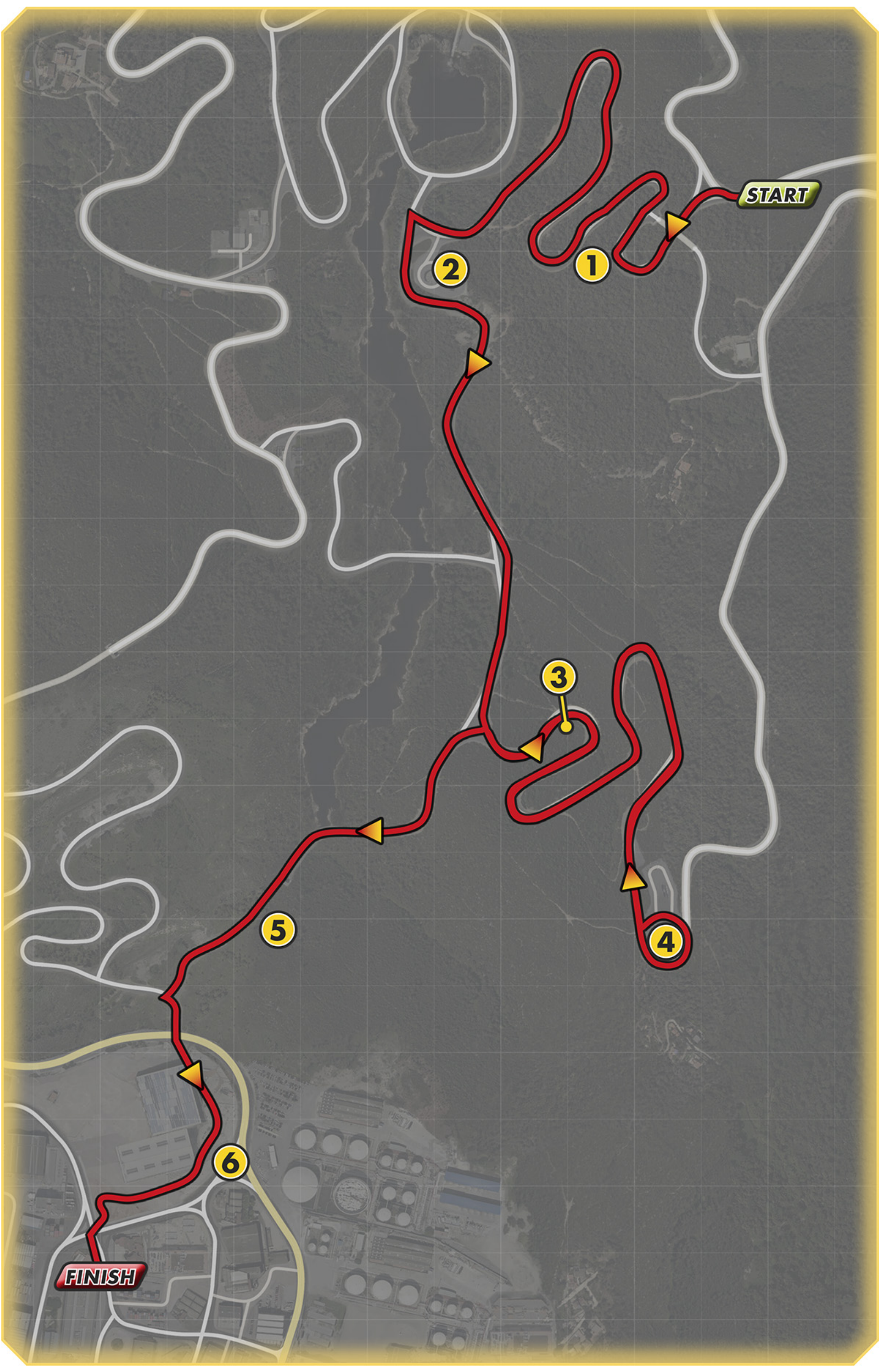
NEED FOR SPEED

Style

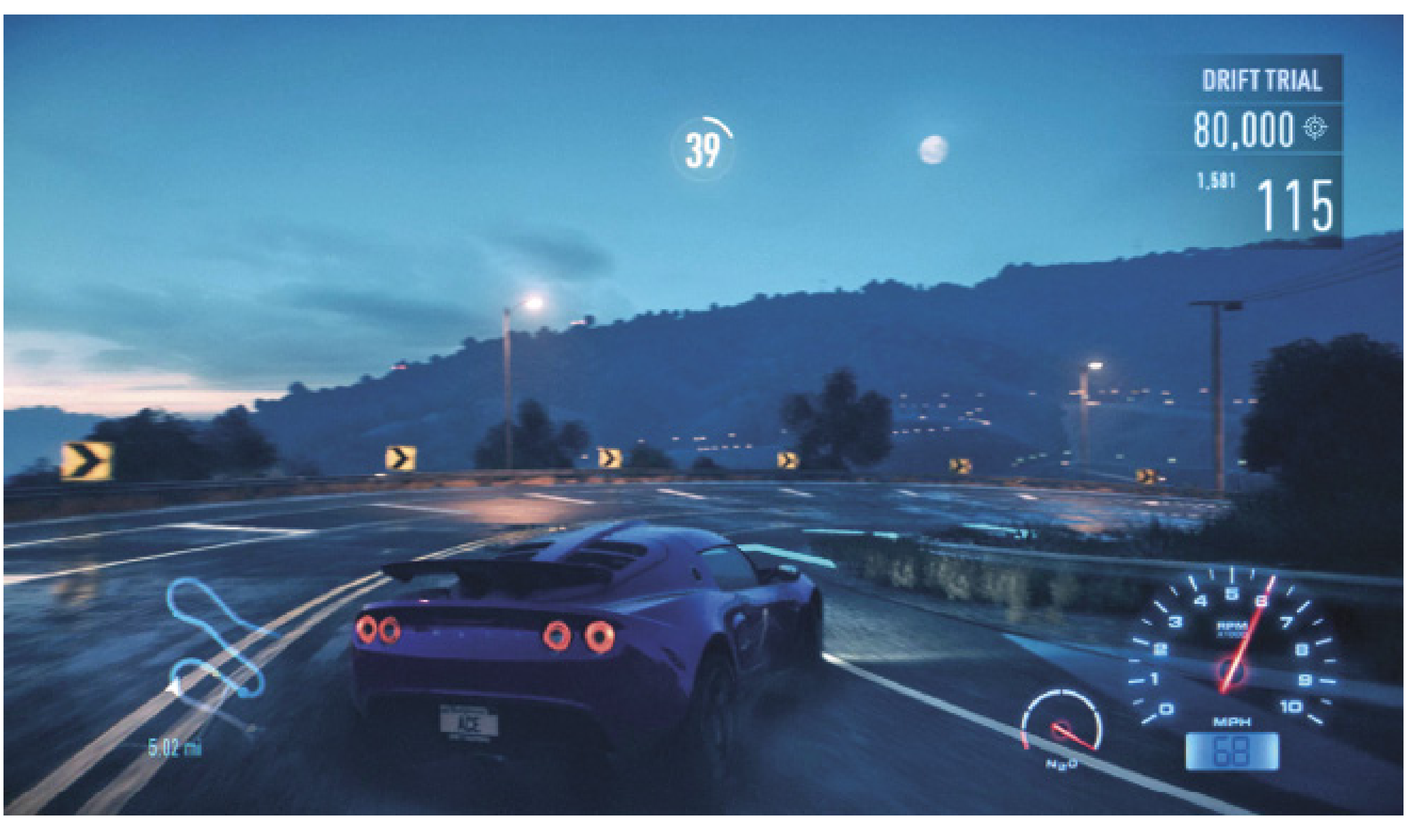
## Without a Kalare

This drift trial is the other half of Ken and Manu's ultimate gymkhana. It takes you from the top of the Crescent Mountains all the way down to Burnwood. Ken Block is running this race with you.

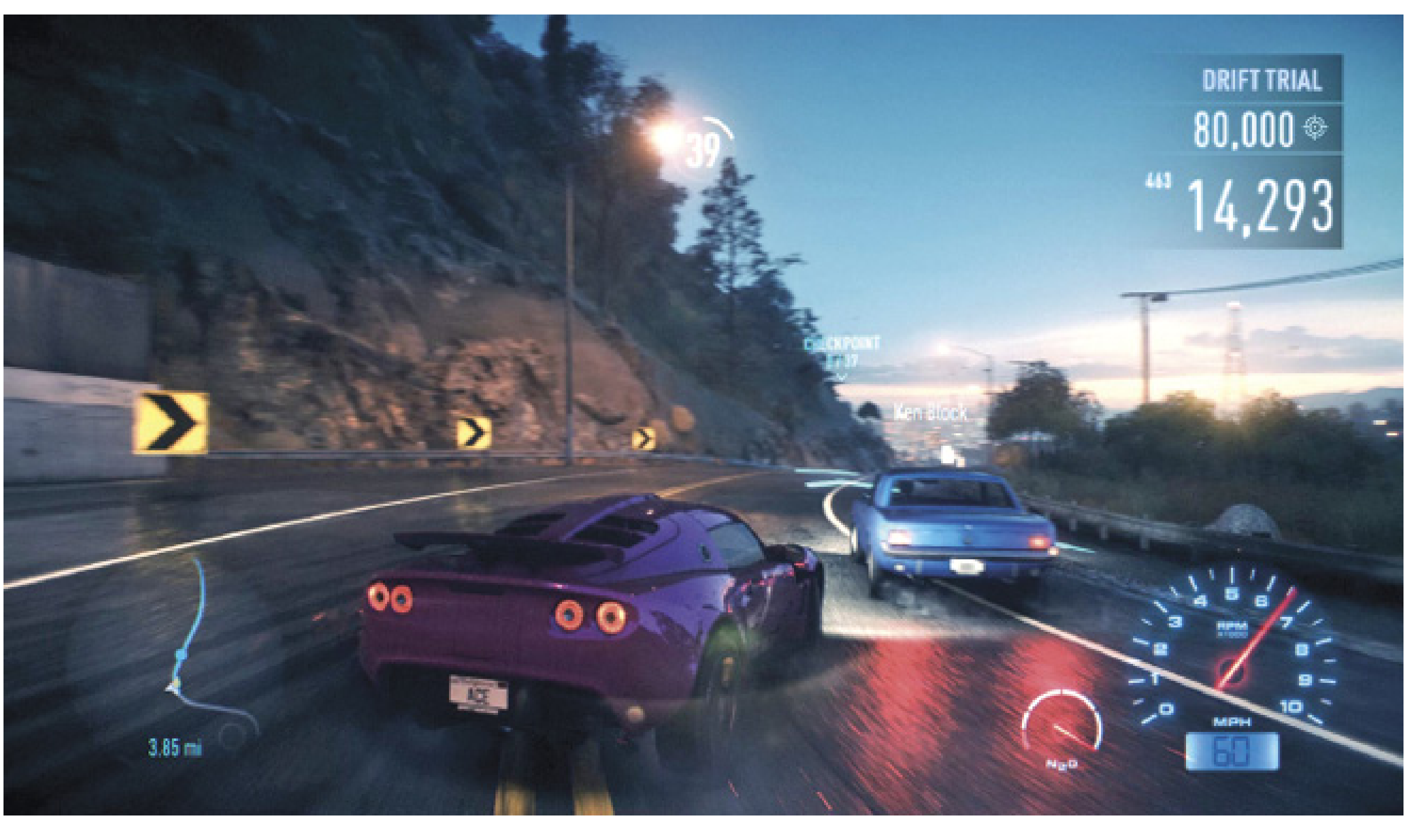
**OBJECTIVE:** Score 80,000 Drift Score to win this event.


START
1
2
3
4
5
6
FINISH

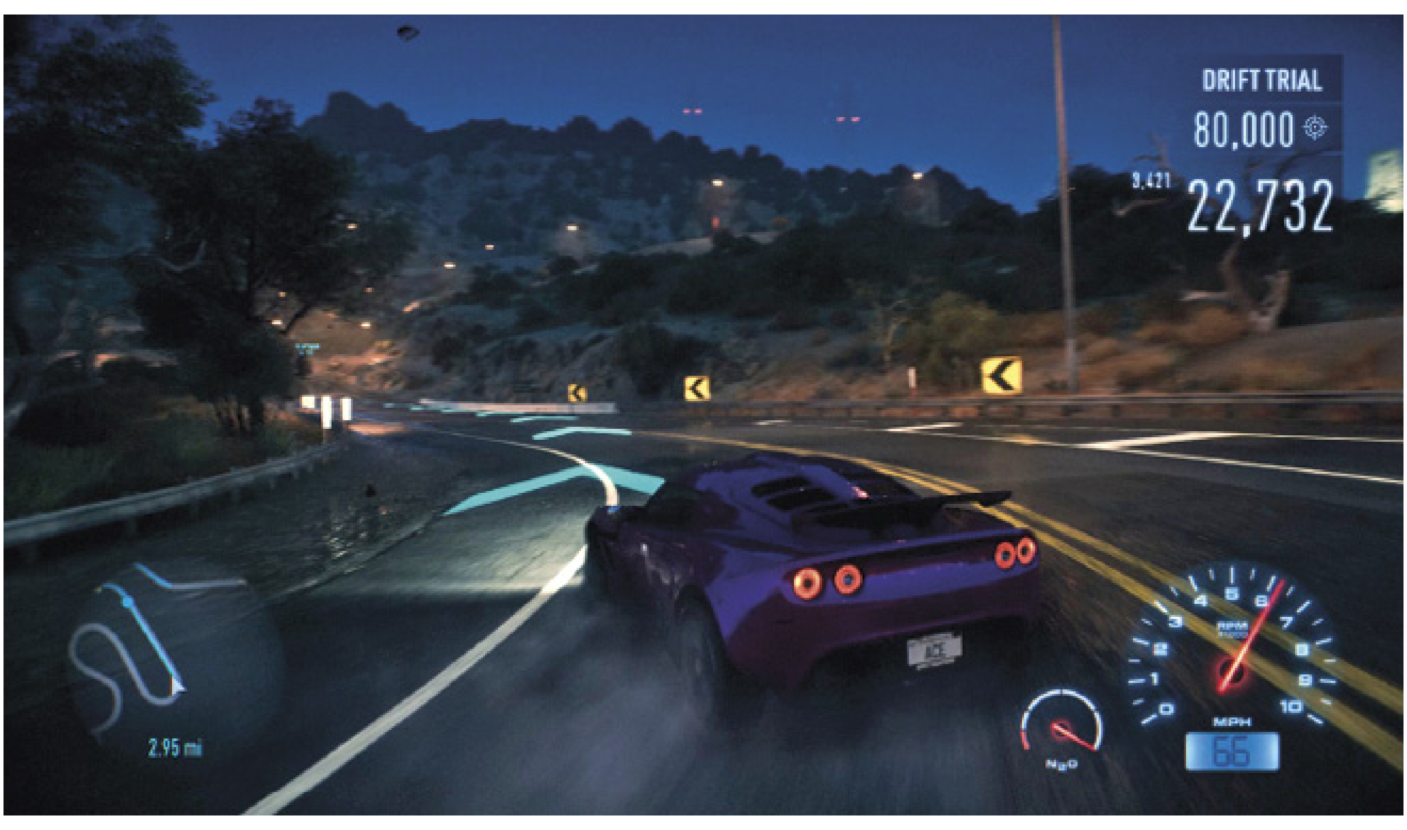
① The first leg of this run has several tight turns with some space for accelerating in between. On these turns, don't drift too close to the inside. There's about a car's width of grass on the inside of the turns. If your front wheels touch the grass, you slow down and your drift will not score very high. Instead, try to drift on the inside lane of the road without getting into the grass.


39
DRIFT TRIAL
80,000
1,581
115
68

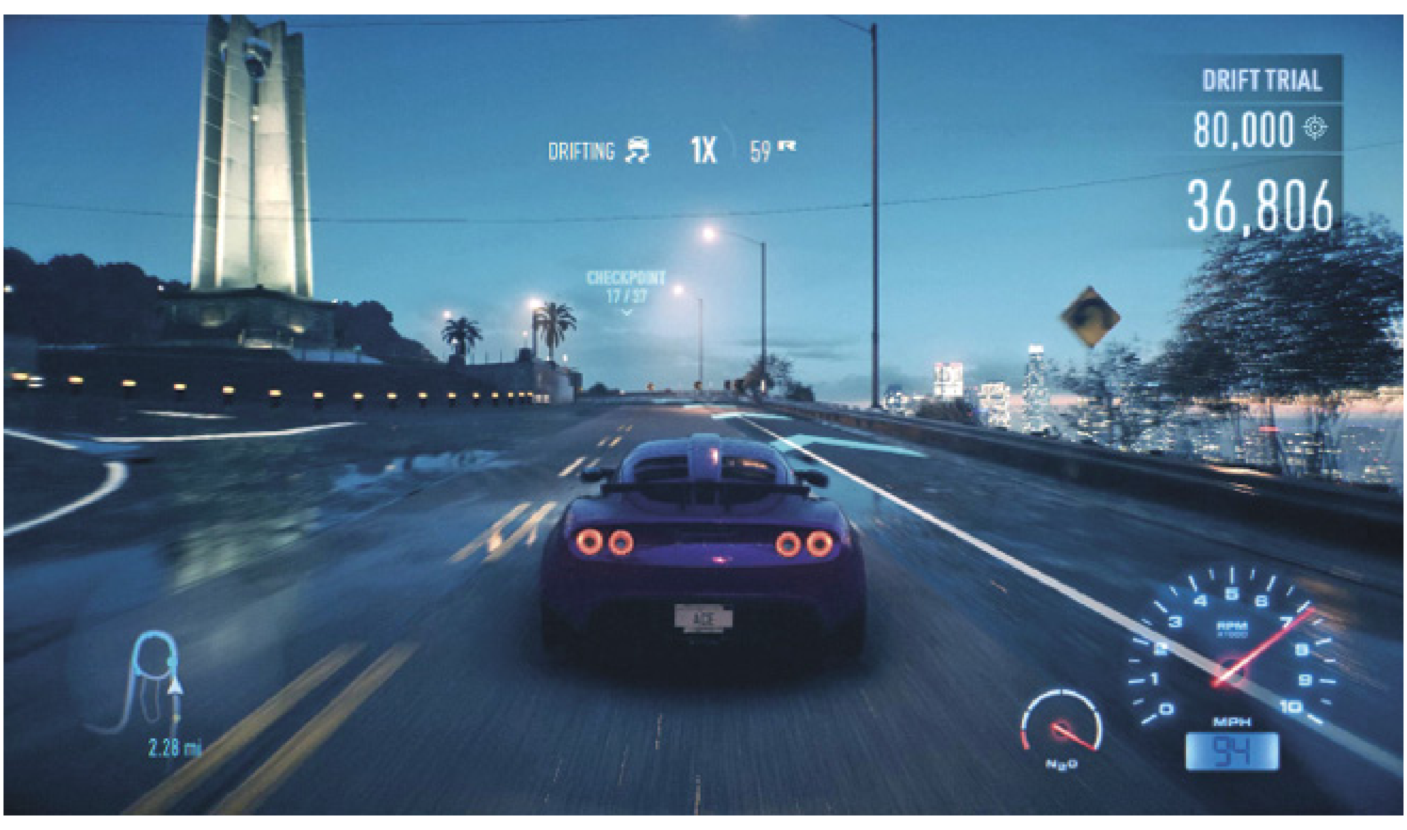
② After a short speed run, you hit a couple tight turns here. Pick up some score and then start heading down the hill. There are a few wide turns, but they are not very good for drifting. Don't worry, more are coming up.


DRIFT TRIAL
80,000
14,293
3.85 mi
60

③ Take a left turn off the main road and follow a winding path off to the monument. You can get a lot of drifting along this stretch.


DRIFT TRIAL
80,000
2,421
22,732
2.95 mi
66

④ Continue to the monument and drift almost all the way around it. Then add more Drift Score as you go back around the same turns and return to the main road.


DRIFTING
1X
DRIFT TRIAL
80,000
36,806
2.28 mi
94

⑤ There are only a few turns on this speed run down to Burnwood. Pick up some Drift Score on those, then again as you go around the turn at the intersection.

⑥ Cross right over the main road at the edge of Burnwood and into a parking lot. There are some tight turns here where you can pick up some more Drift Score before the finish line.

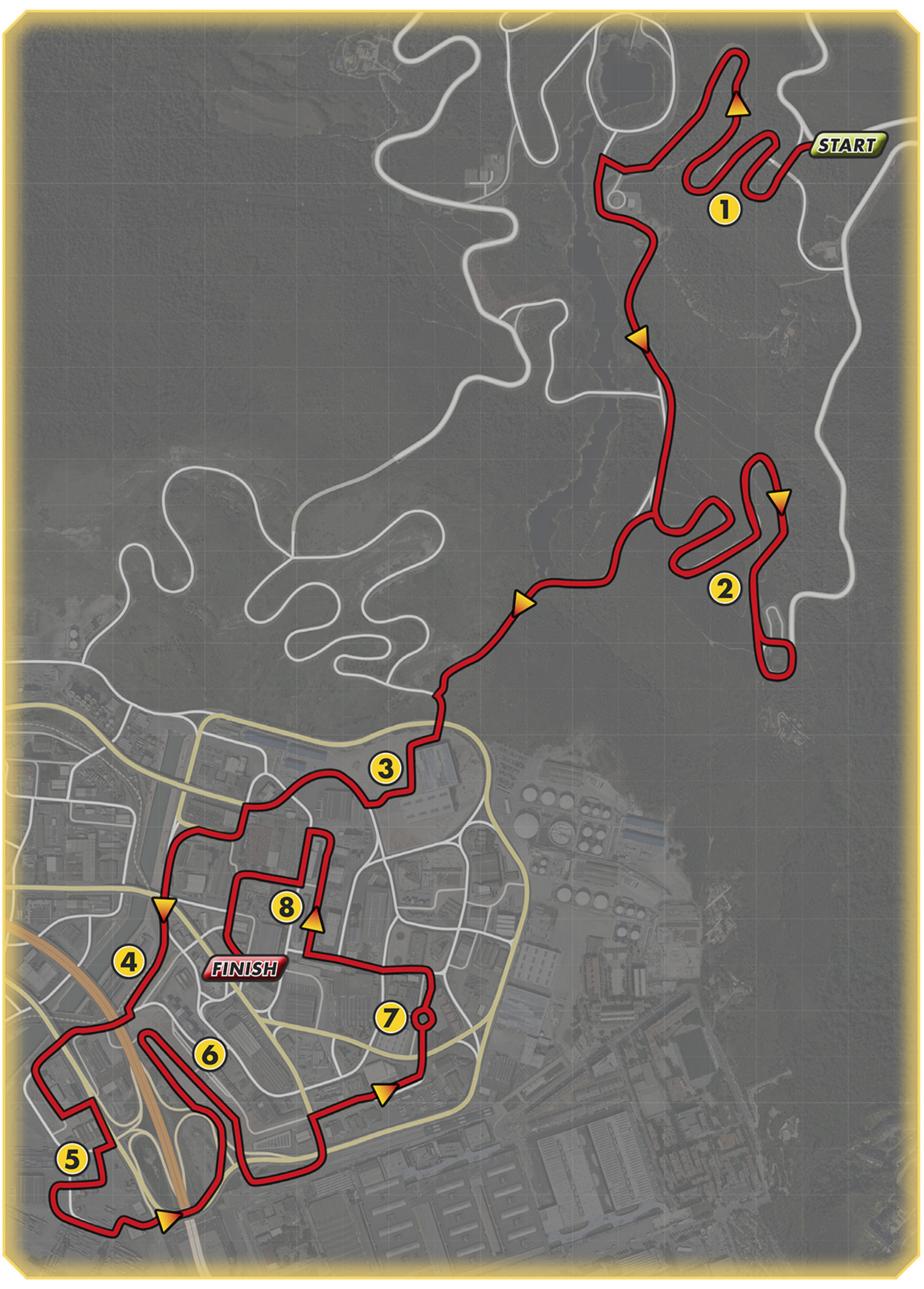
Style

# Mental Block

Once More with Feeling and Without a Klare are combined into a long gymkhana. Make sure your car can drift, but will not slide out of control at high speeds. This is a long race with lots of turns, so the Drift Score should not be your main concern.

Speed is what will make or break you. So drift around the tight, high speed turns that provide lots of score and just get through the rest as fast as you can.

**OBJECTIVE:** Score more than 135,000 Drift Score and finish the course within 5:45.


START
①
②
③
④
⑤
⑥
⑦
⑧
FINISH

① These turns at the start are great for picking up Drift Score early on since you can hit them fairly fast.

GYMKHANA
07:30.56
50,000
778
10,287
8.59 mi
64

② Take the side trip to visit the monument. Again, pick up Drift Score while going around turns, but speed is still your focus. Once you get back to the main road, sprint down to Burnwood.

MAX SPEED
2X
GYMKHANA
04:18.39
50,000
52,485
4.79 mi

③ Once again, you cross the main road. However, this time you take a different route through the parking lot and back onto the roads again. Continue to focus on speed and control as you take several tight turns.

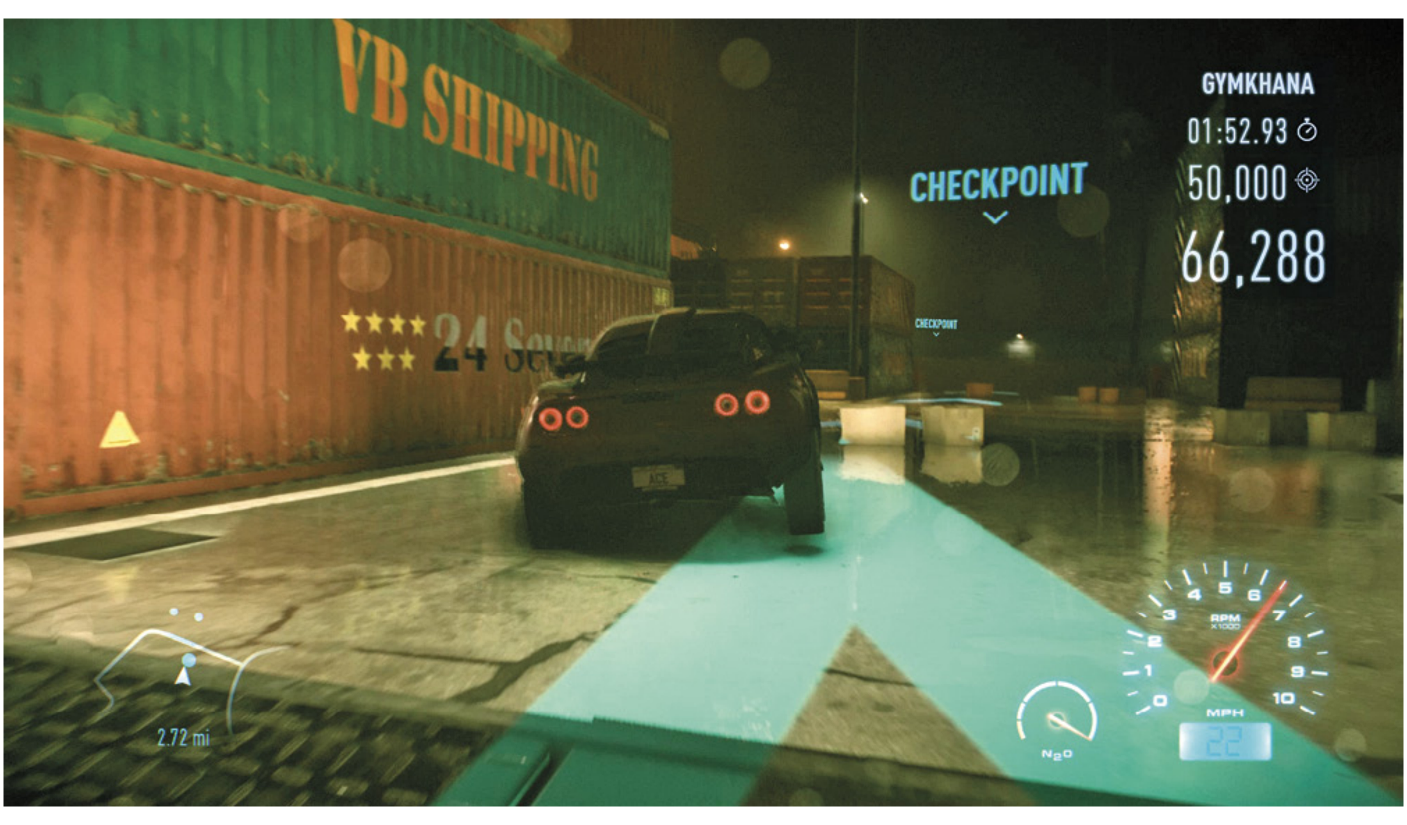
MAX SPEED
1X
CHECKPOINT
GYMKHANA
04:11.99
50,000
52,554
4.59 mi
51

④ The course takes you off-road again. This time you're driving down the railroad tracks and past the station. Don't run into a locomotive here. Keep going back onto the road and around to where the time trial began.

⑤ Maneuver around some containers and go over a jump, then take the streets through the on-ramp and off-ramp area and barricade into the construction area.

ONCOMING
2X
406
CHECKPOINT
GYMKHANA
03:03.56
50,000
59,854
3.82 mi
84

⑥ After the hairpin turn, drive over a couple jumps and then make two quick left turns until you're back on the main street. Then take the quick right turn down the alley. Jump the ramp, but don't crash into the building.


VB SHIPPING
CHECKPOINT
GYMKHANA
01:52.93
50,000
66,288
2.72 mi
22

⑦ Once again, you go through the parking area. However, now you have to make a complete circle around the planter in the middle.

ONCOMING
3X
860
GYMKHANA
25.36
50,000
115
74,043
1.16 mi
47

⑧ Get back onto the streets and drive as fast as you can to the finish line. There are some tight turns, but you need to take them at high speed without losing control. While you should have no trouble getting the Drift Score, it's tough to make it in time unless you drive the entire run clean and fast.

## TIP

**Complete the ultimate gymkhana and Ken Block gives you a call. He wants you to meet him at the bunker so he can go over some things with you and Manu. Head on over to the bunker and enjoy the celebration.**

# Meet Amy

Amy is the member of the group that is obsessed with building the perfect car. She spends as much time—or even more—under the hood as she does out on the streets. To her, a car is a work of art. The garage is her studio where she works to create her masterpiece.

## TIP

**Amy is your mentor for the Build storyline. She invites you to a number of different events that challenge not only your driving ability, but also your skills at customizing and fine tuning your ride. Some events have specific requirements for your car in order to compete.**

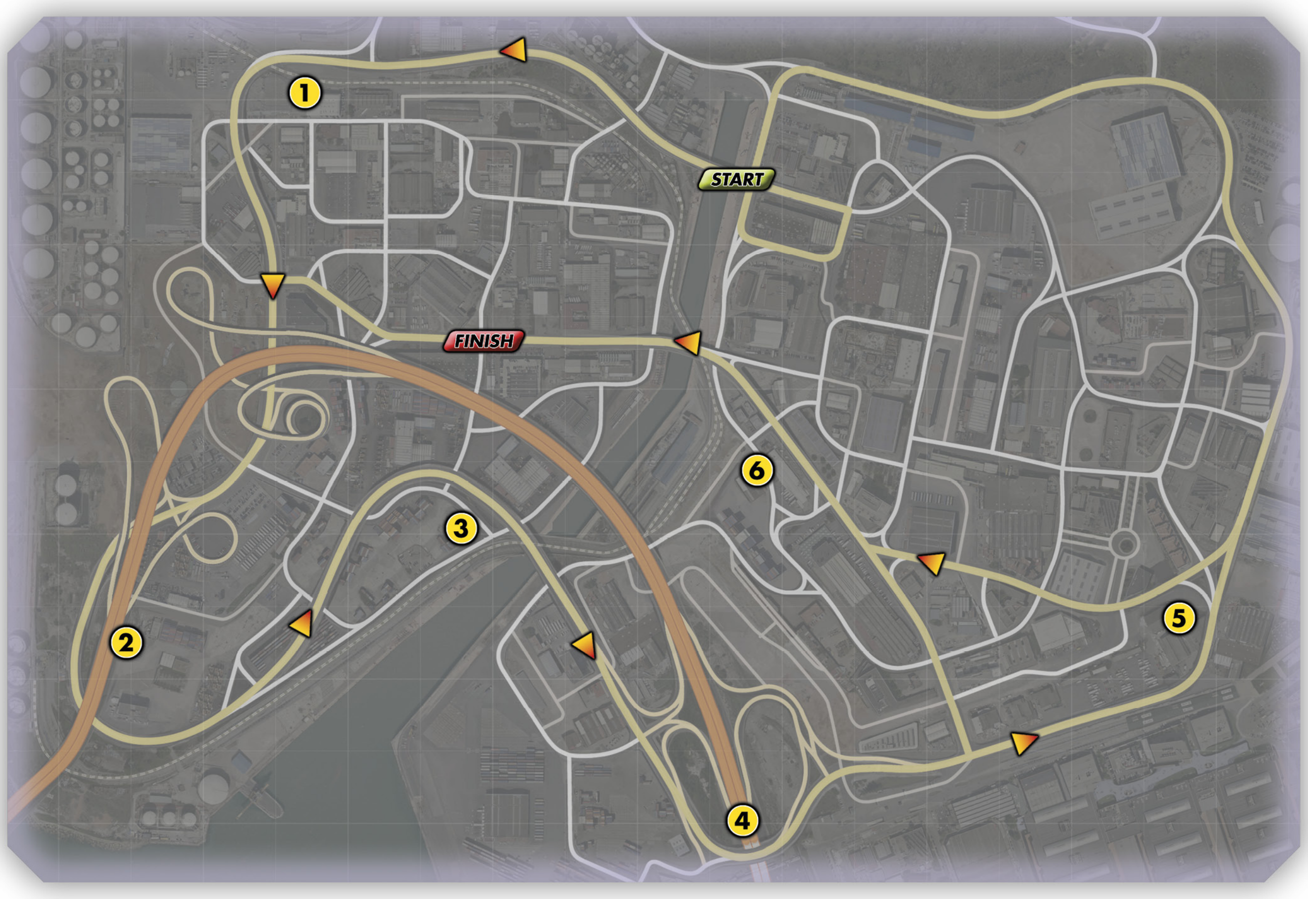
NEED FOR SPEED

Build

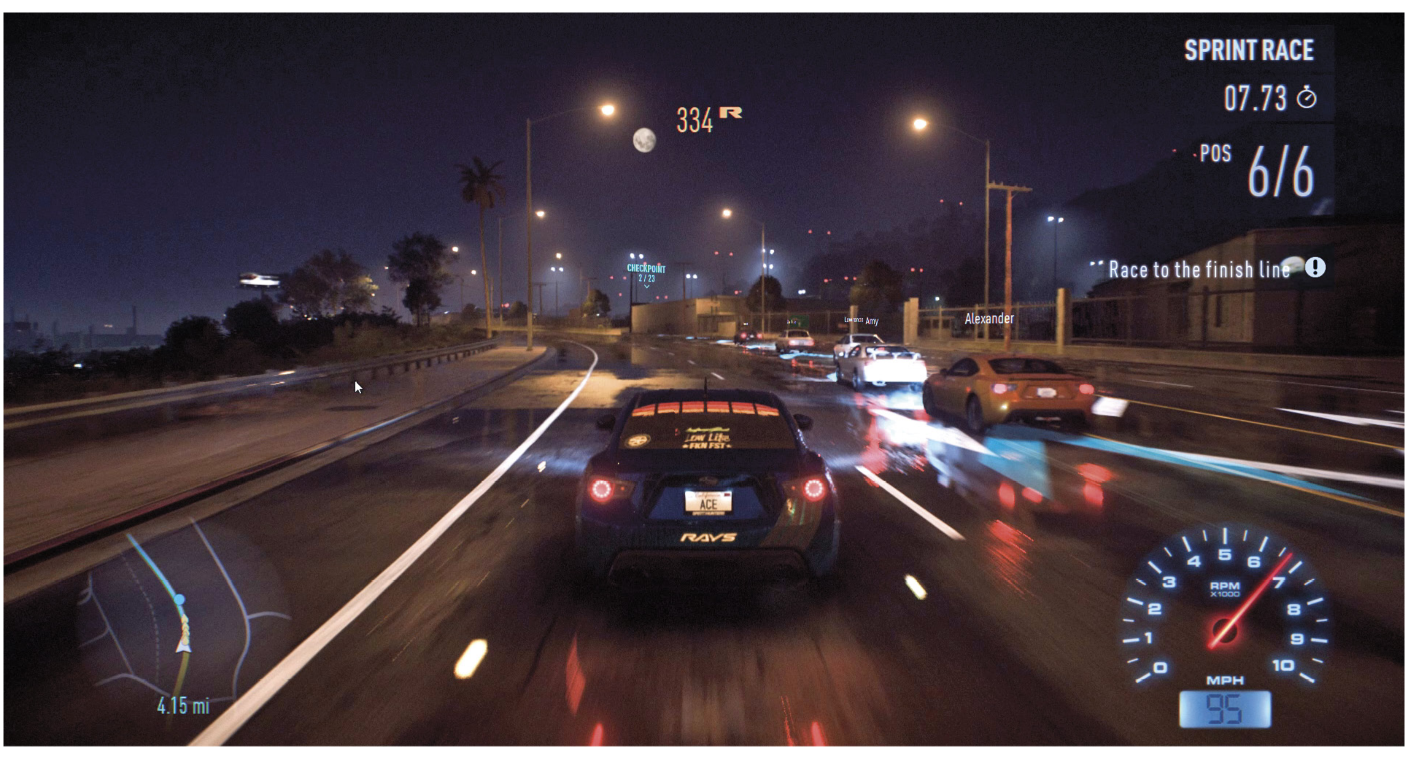
## In the Driver's Seat

Amy has invited you to a sprint race around Burnwood. It's all on main roads and there are four other drivers who will be racing, as well.

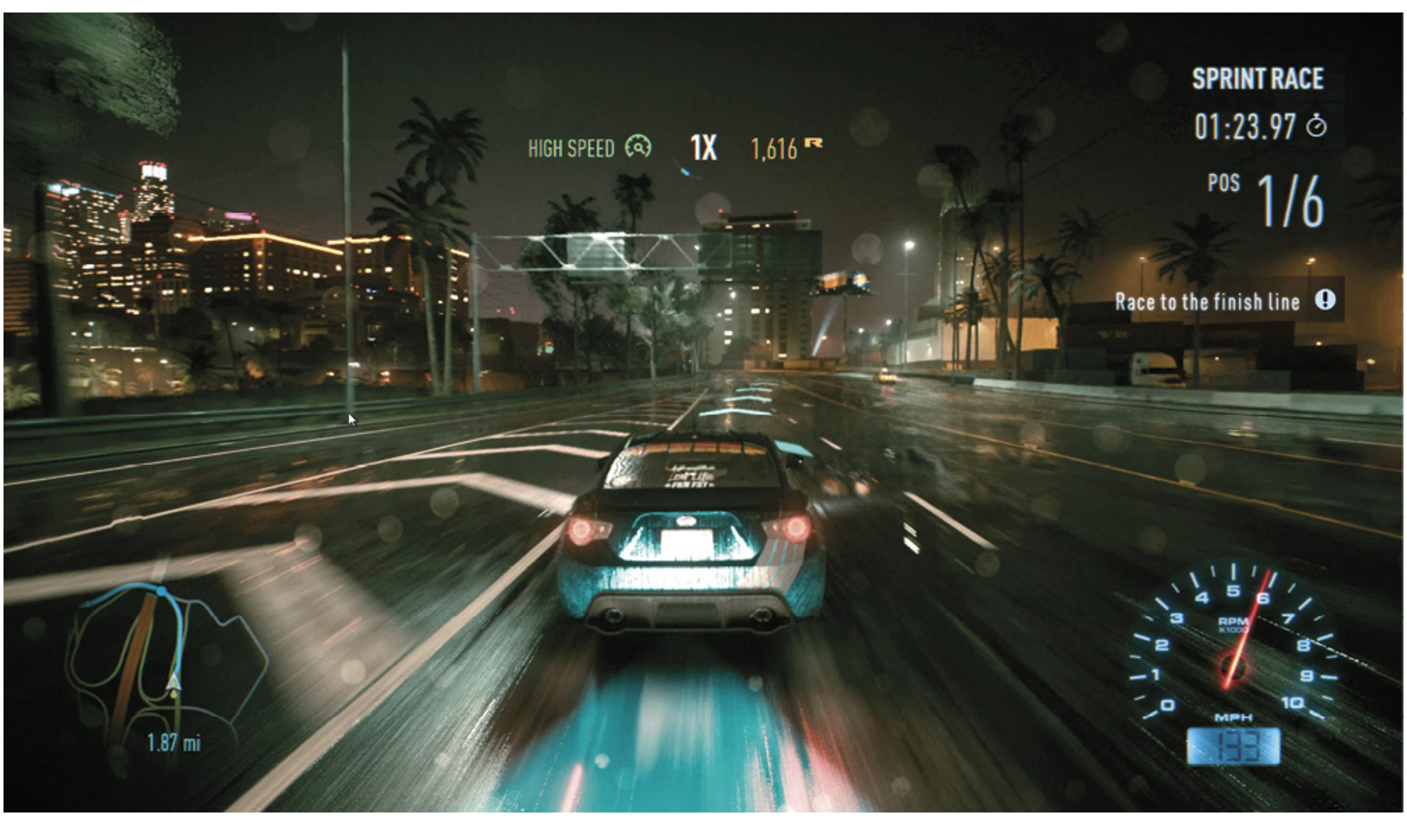
**OBJECTIVE:** Race to the finish line in a point to point sprint race. First across the finish line wins.


START
FINISH
①
②
③
④
⑤
⑥

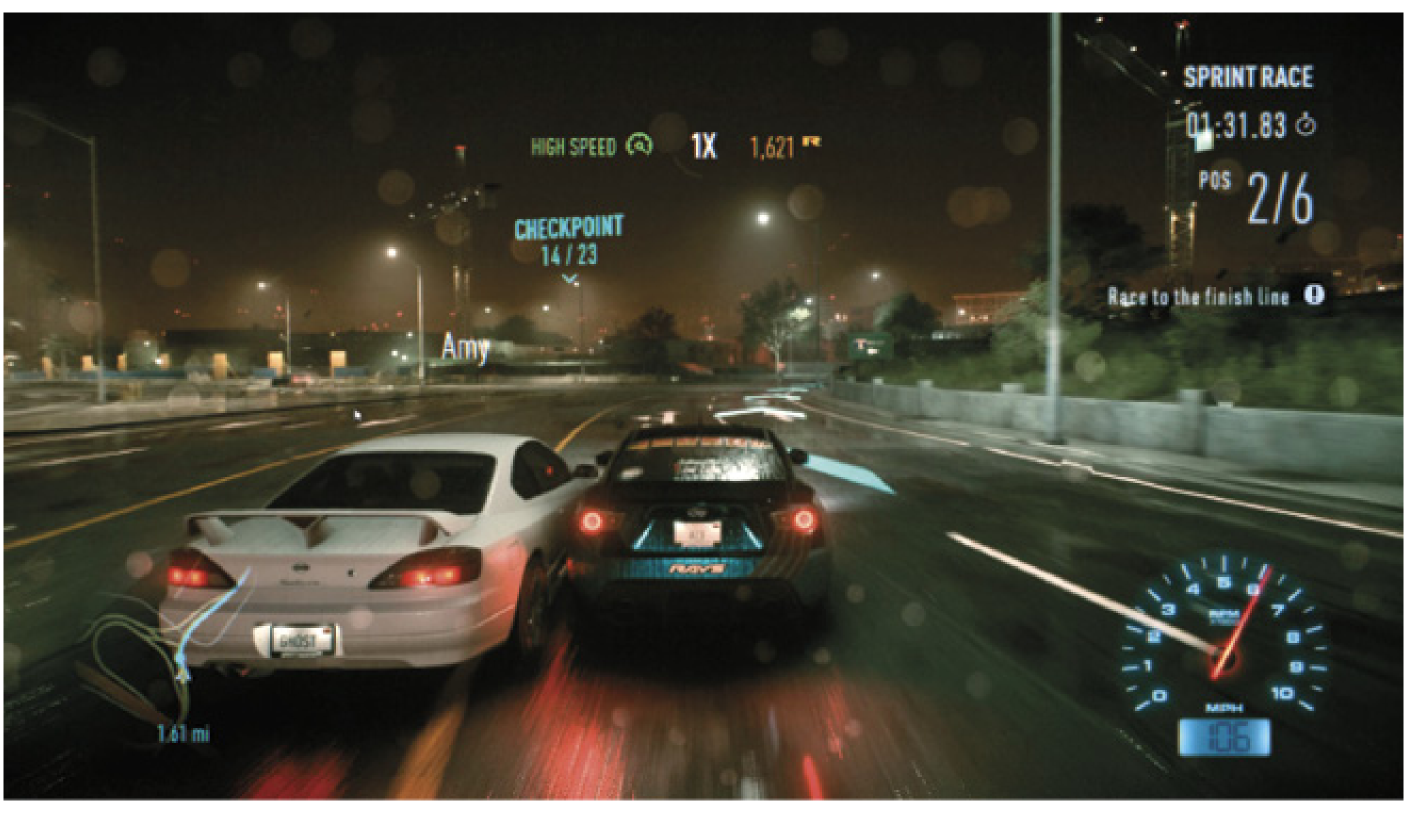
① The first leg of this race is fairly straight with some wide turns. Use this time to get up to speed and try to pull ahead since you start in the rear of the pack. There's a long turn about halfway through this section. In order to take it at high speed, enter at the outside by driving along the right side of the wide road. Drive a line toward the inside of the turn at the apex, and then out wide again for the exit. Continue along the road, watching for cops that like to pull out and join the race.


SPRINT RACE
07.73
POS 6/6
Race to the finish line
334
4.15 mi
95

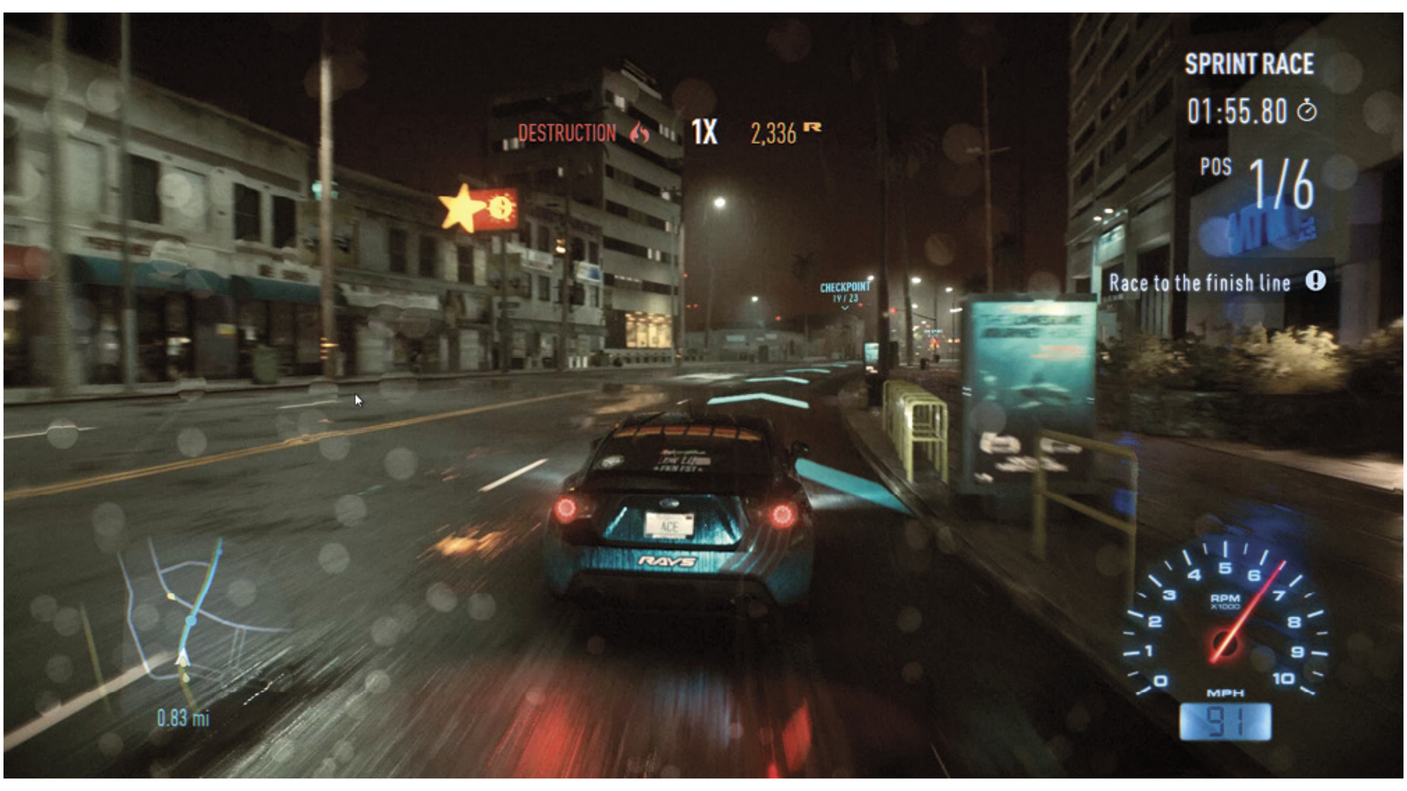
② This part of the race is a long wide turn to the left. It begins immediately after a turn to the right so the transition can be tough and require you to slow down a bit. However, you should be able to take the turn fine. If you need to slow down a bit, just let off the gas.


SPRINT RACE
01:23.97
POS 1/6
Race to the finish line
HIGH SPEED 1X 1,616
1.87 mi
133

③ You now have a turn to the right. Stay on the right side of the road on the inside of the turn. This gives you room to move to the left if necessary. As you exit the turn, give it full throttle for a straight section of road. If you've upgraded your car, this is a good chance to pull out ahead if you're not already there.


SPRINT RACE
01:31.83
POS 2/6
Race to the finish line
HIGH SPEED 1X 1,621
CHECKPOINT 14 / 23
Amy
1.61 mi
108

④ The road curves over the freeway at this spot. While it is wide, you should probably let up on the gas to maintain control as you go through it. Then punch it as you exit onto another straight section. Watch out for traffic as other cars will pull out right in front of you. A crash can really hurt you right here.


SPRINT RACE
01:55.80
POS 1/6
Race to the finish line
DESTRUCTION 1X 2,336
0.83 mi
91

⑤ As the road curves to the left, you then also take a left turn. Slow down as you start to go into the first turn so you can take that sharp left turn. Once around it, pick up speed again.

⑥ The final leg has some long, shallow turns that don't require you to slow down at all. Let the horses run here and sprint to the finish line. As usual, watch for the slower traffic with whom you must share the road.

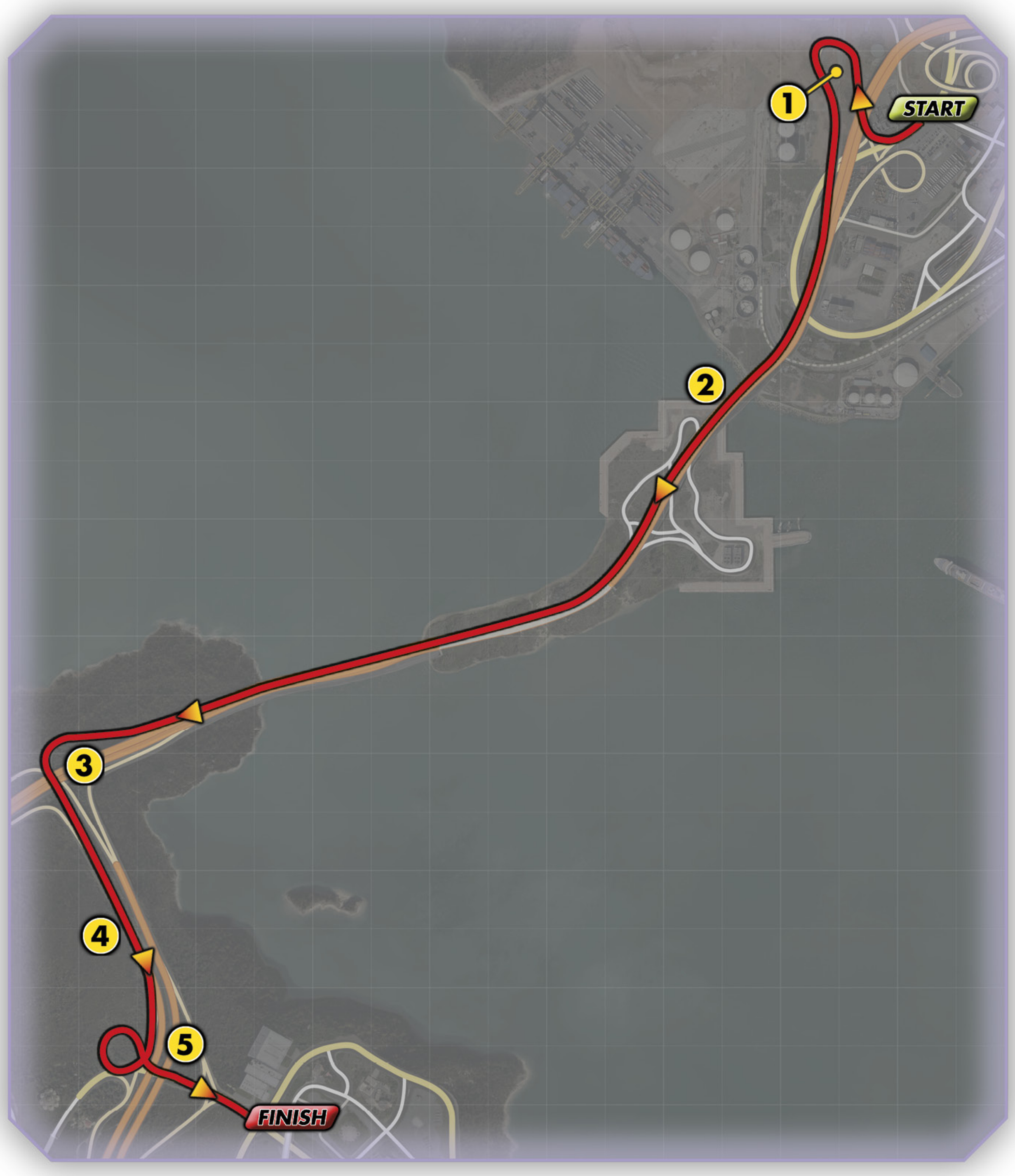
NEED FOR SPEED

Build

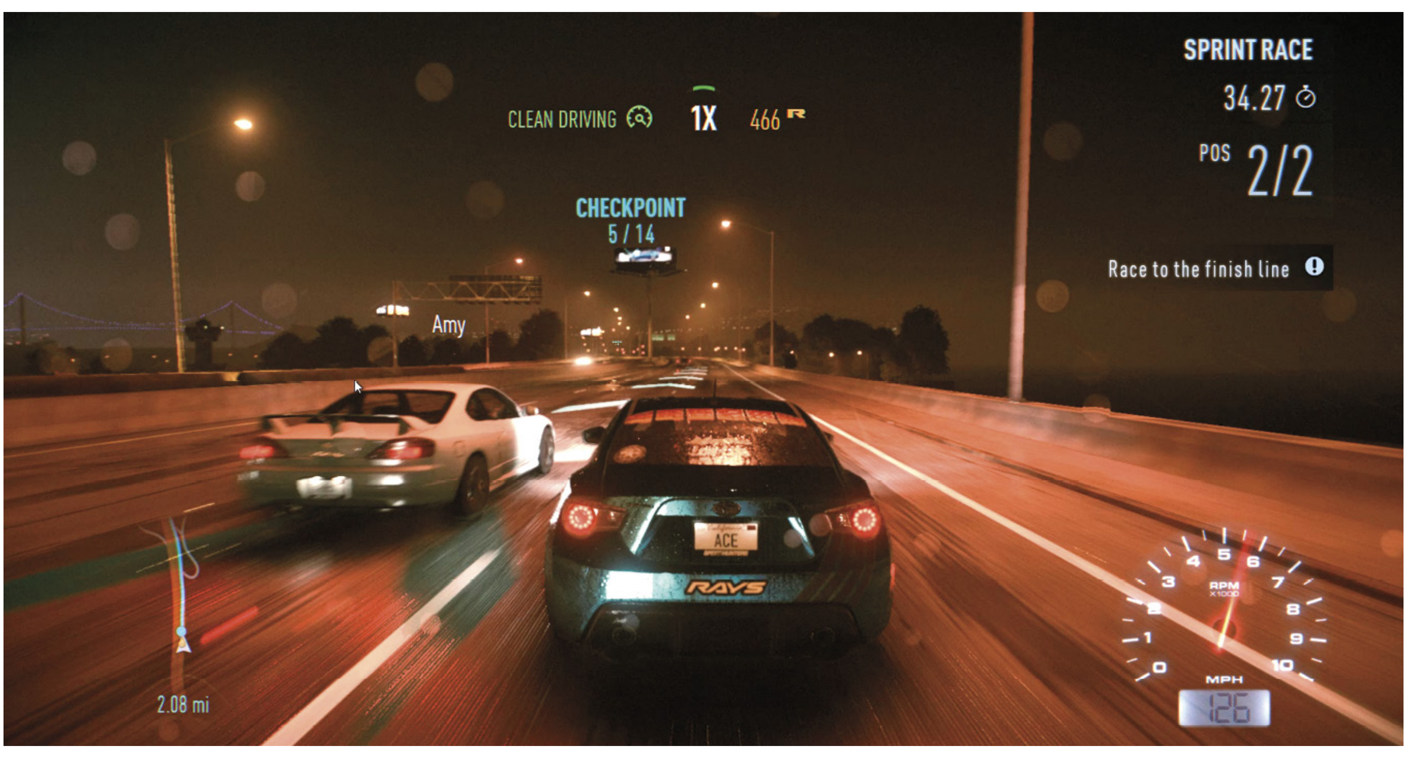
## Let's Heat Things Up

Amy has got another event for you. This time it's a race mostly on freeways, so you can really evaluate what your customizations in the garage have done. See who can get from Burnwood to Franklin Terrace the fastest.

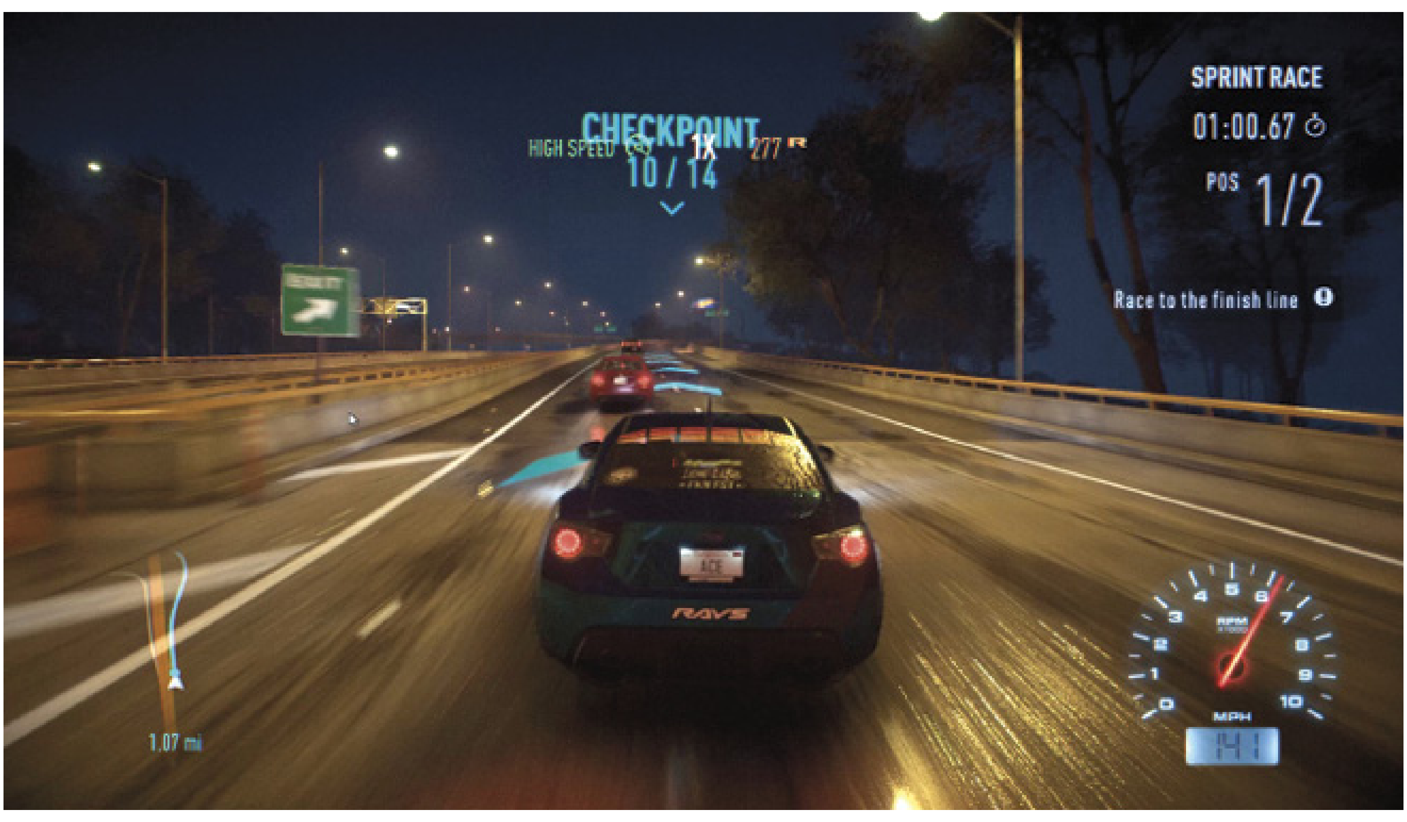
**OBJECTIVE:** **Race to the finish line in a point to point sprint race. First across the finish line wins.**


START
①
②
③
④
⑤
FINISH

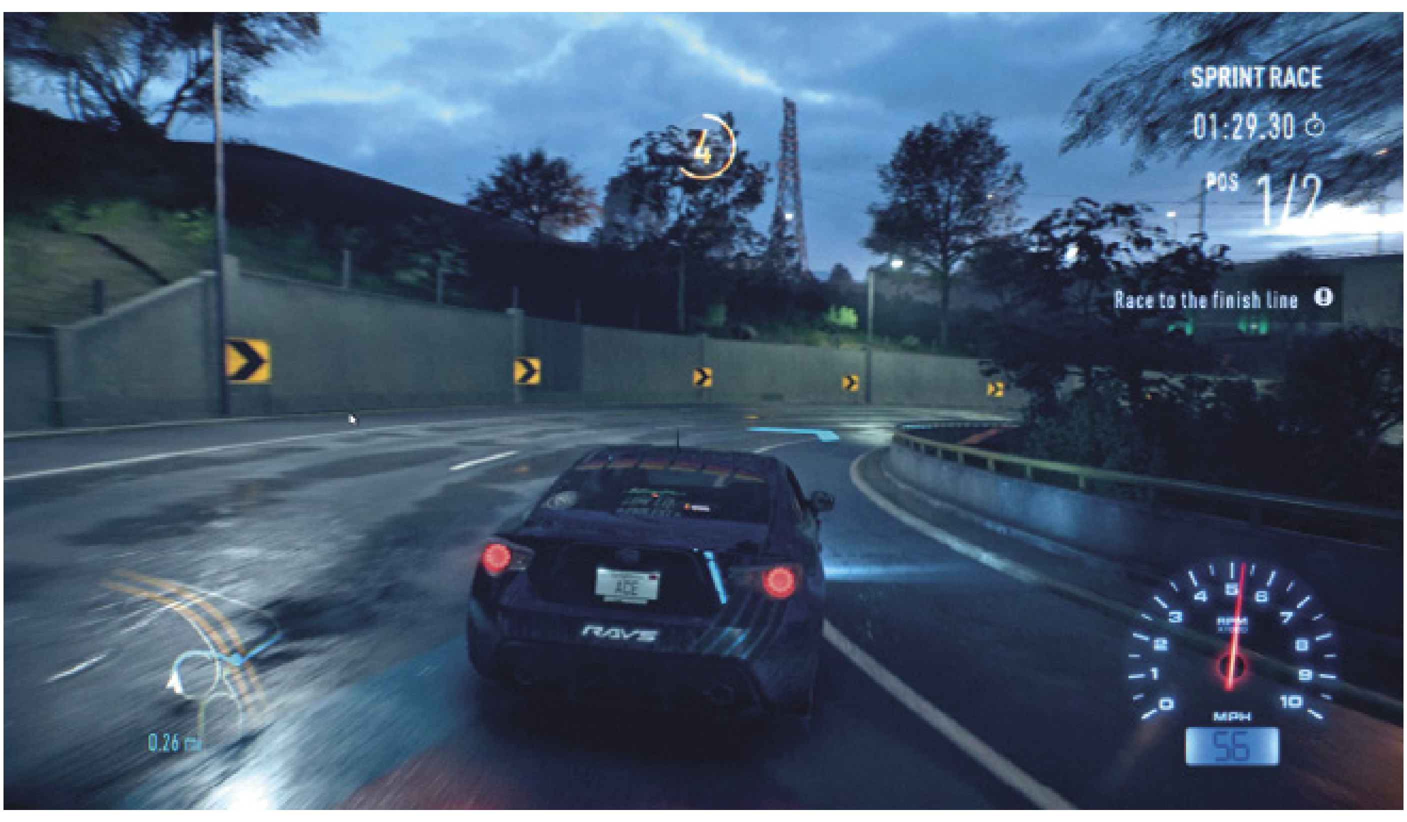
① The race starts with your turning onto the on-ramp for the freeway. The on-ramp can be tough because it has long stretches of straight road with a sharp turn to the left in the middle. Pick up some speed as you head to toward the turn, then slow down to avoid bouncing off the walls—literally. As you begin to exit the turn, put the pedal to the metal since the rest of the ramp onto the freeway is fairly straight.


CLEAN DRIVING
1X
466
CHECKPOINT
5 / 14
Amy
SPRINT RACE
34.27
POS 2/2
Race to the finish line
2.08 mi
RPM
MPH
126

② The freeway is your main speed zone for this sprint race. While Amy might stay ahead of you while on the on-ramp, you should be able to catch up and even pass her here. The only concern you should have here is traffic. While they are going the same direction as you, they're only going about half your speed. So crashing into them would be like driving into a brick wall at 60-70 mph. Look ahead and plan how to get around them.


HIGH SPEED
1X
277
CHECKPOINT
10 / 14
SPRINT RACE
01:00.67
POS 1/2
Race to the finish line
1.07 mi
MPH
141

③ Once you reach Franklin Terrace, you need to get onto another freeway. There is a connector ramp off to the right. It is long and does not require you to slow down until you get to a tight turn to the left. Slow down before you enter the turn. Mainly you want to shift the weight of the car to your front wheels to make the turn until control. However, once you're around the turn, speed up since it's a straight shot onto the freeway.


SPRINT RACE
01:29.30
POS 1/2
Race to the finish line
0.26 mi
MPH
56

④ This is a shorter stretch on the freeway than before. However, you still have enough time and distance to get up to your top speed.

⑤ The speed does not last, though. The off-ramp here is essentially a 360-degree turn to the right. Slow down as you enter the turn and take it under control. Then be ready for a quick left turn at the end onto a main street. Hit the gas and sprint all the way to the finish line.

NEED FOR SPEED

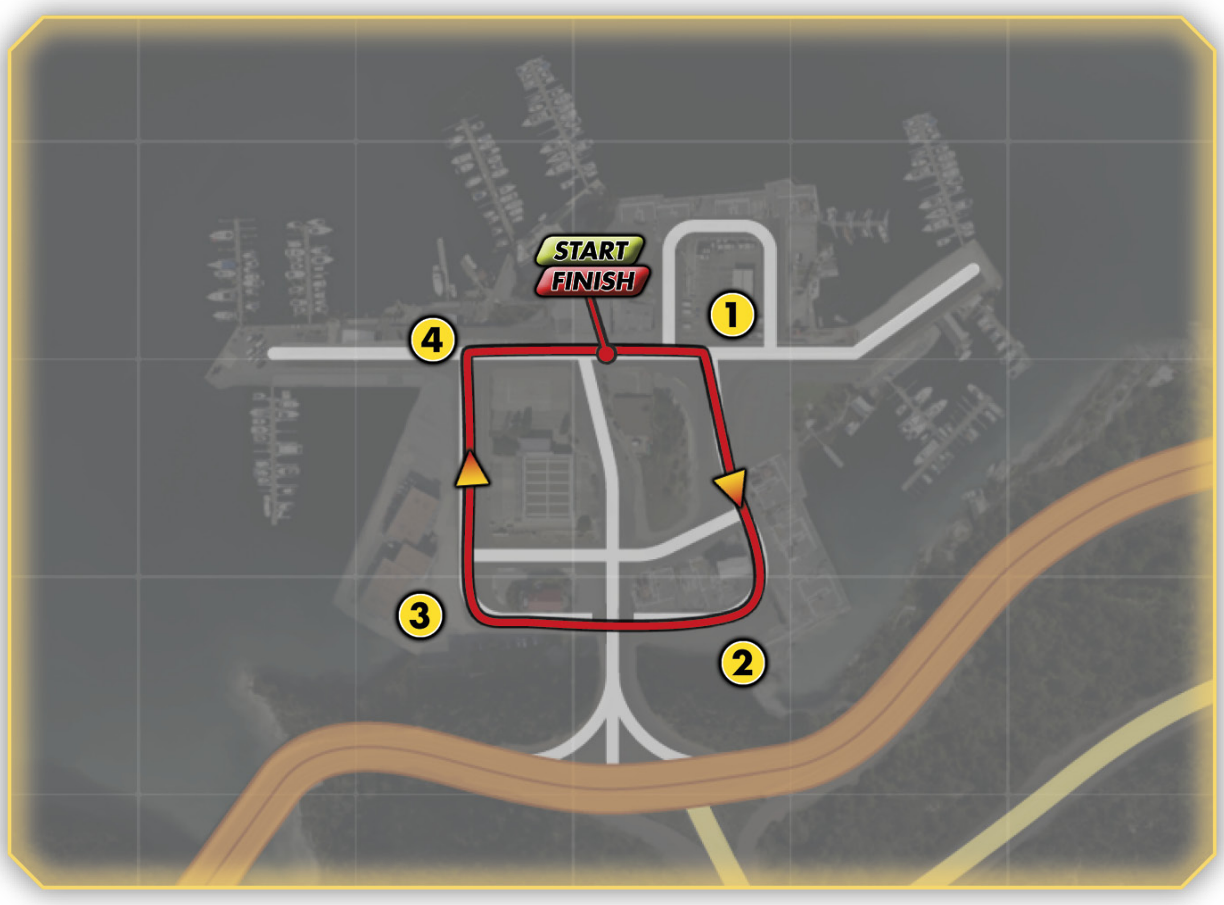
Build

# You Auto Know

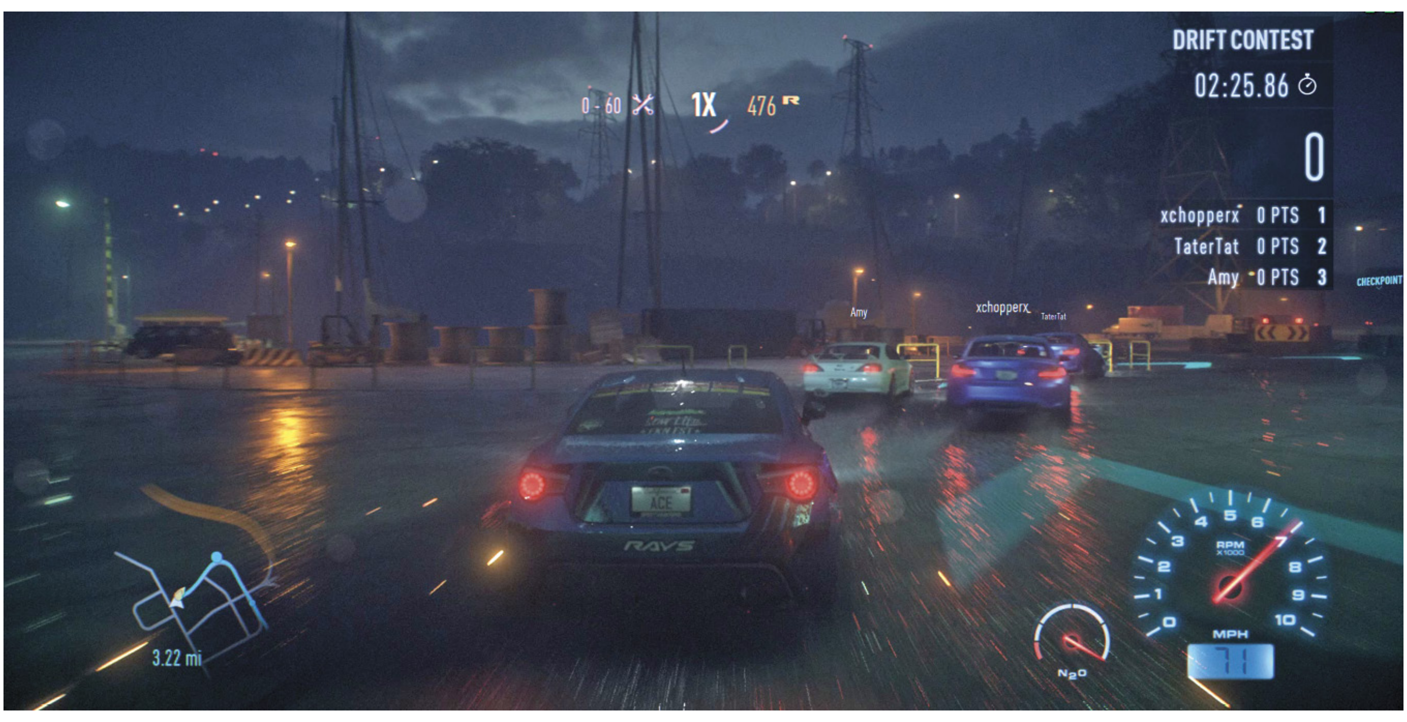
Amy likes to keep you on your toes. For the next event, she has you in a drift contest out in El Rey. The course is short and you win by scoring the most drift points within two and a half minutes. You don't need to get out in front of the other racers to win.

In fact, you might want to stay back so you're not running into them—or they into you—as you are drifting around the turns. It's a good idea to visit the garage and tune your ride for drifting before taking on this event.

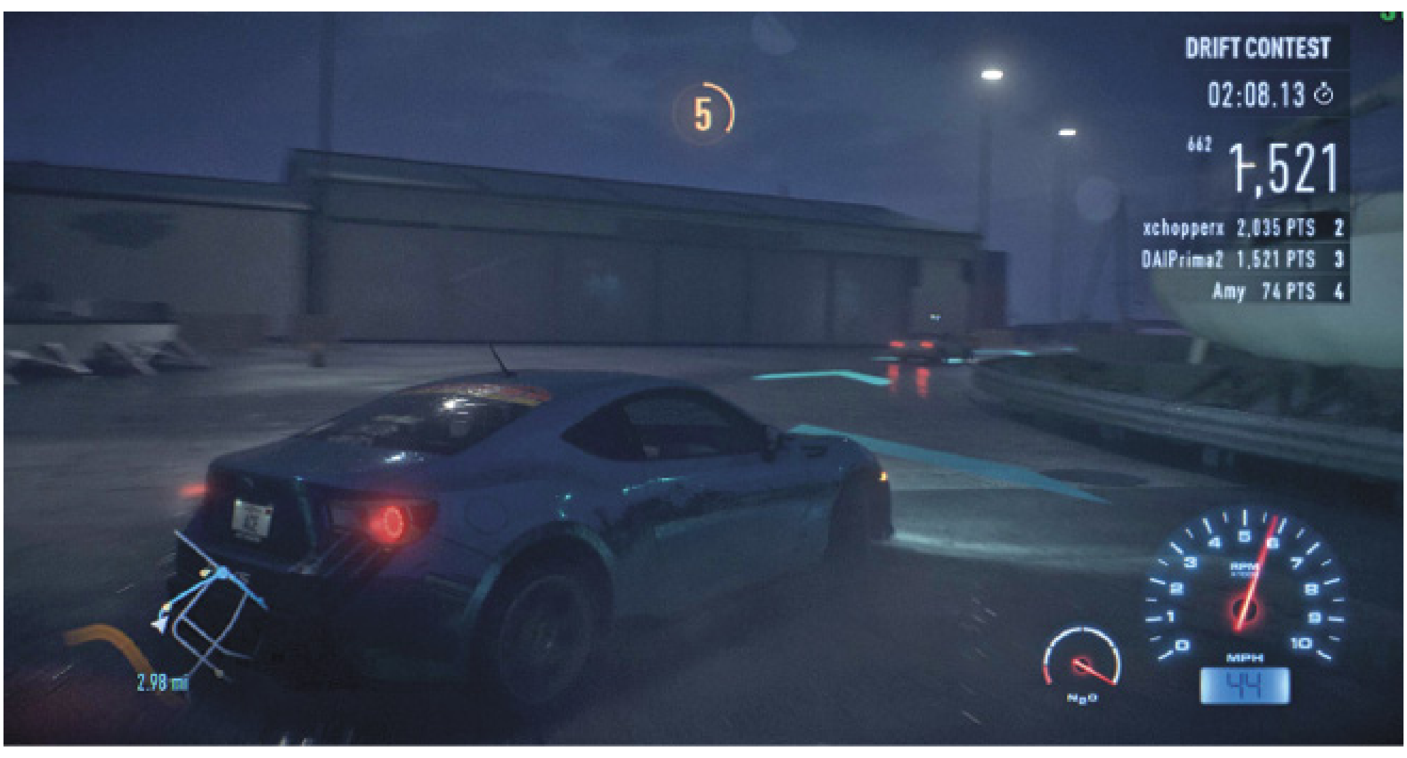
**OBJECTIVE: Drift along the route using extreme angles and high drift speeds to score big. Highest score wins.**


START
FINISH
①
②
③
④

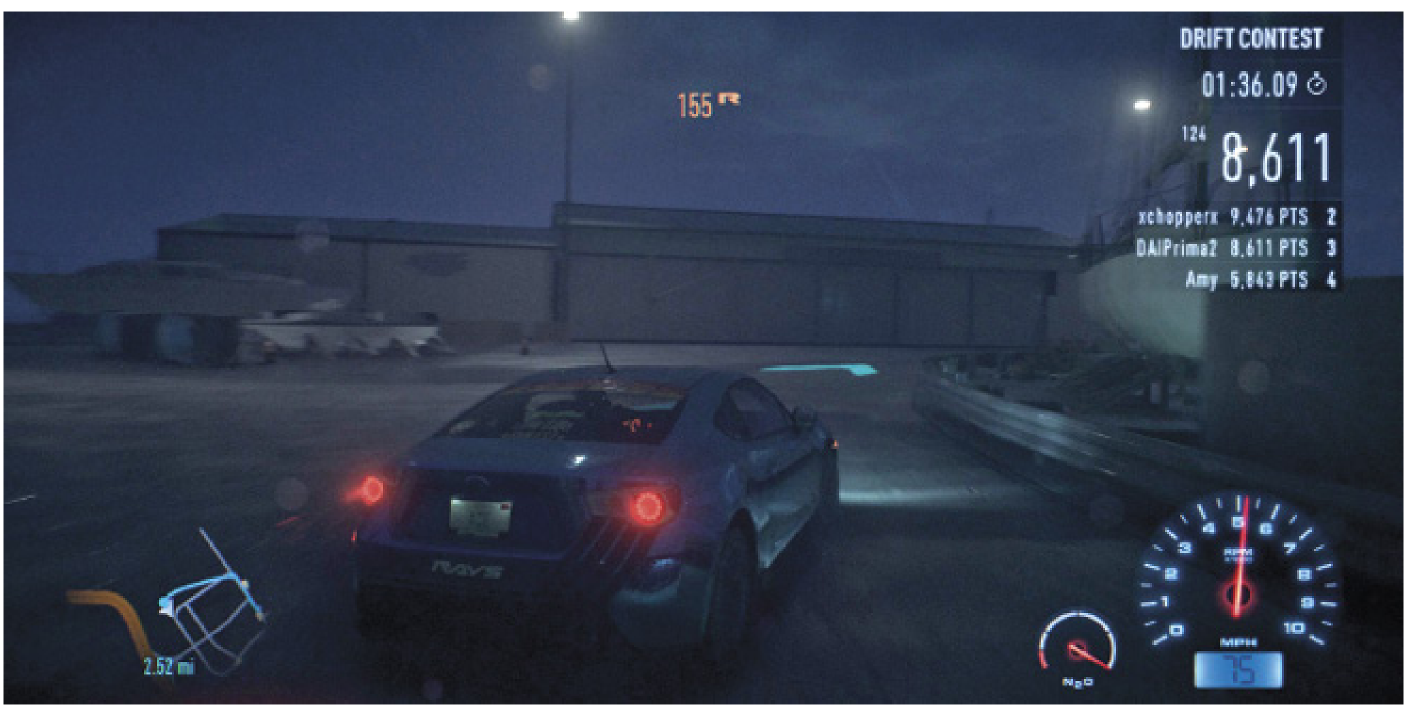
① You make several laps around this course, so use the first lap to get a feel for it. This first turn can come at you fast. Try to get some points on your first time around, but you don't have a lot of time to get up to speed. Later on, you can get more speed and hit it faster. Cut this one a bit closer to the inside of the turn so you can avoid hitting objects on the outside.


DRIFT CONTEST
02:25.86
0
xchopperx 0 PTS 1
TaterTat 0 PTS 2
Amy 0 PTS 3
0 - 60
1X
476
CHECKPOINT
Amy
xchopperx
TaterTat
3.22 mi
N2O
RPM
MPH
71

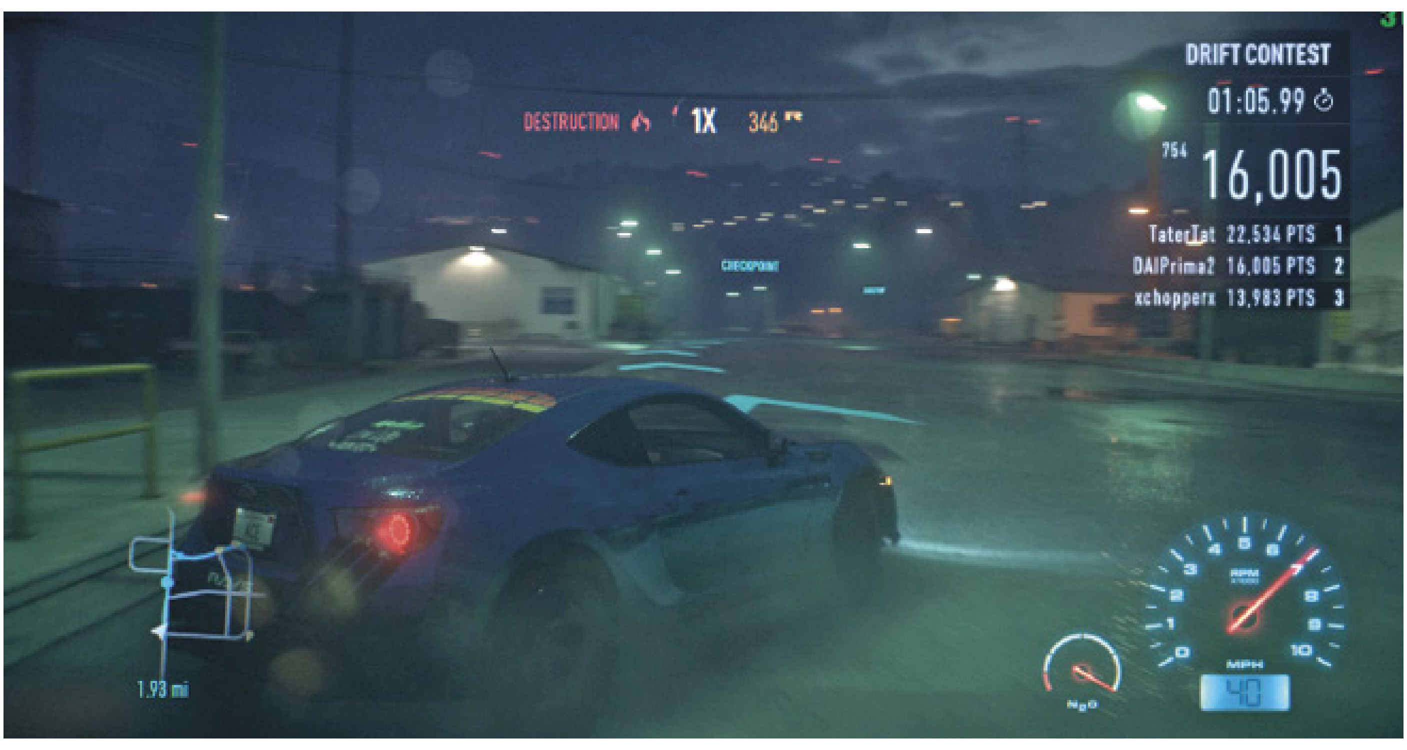
② This is one of the two corners where you can amass a fair amount of points. Hit it fast and, as you turn, tap the hand brake to ensure you start a good slide. The road here is slightly wider and you can really swing your rear around.


DRIFT CONTEST
02:08.13
662
1,521
xchopperx 2,035 PTS 2
DAIPrima2 1,521 PTS 3
Amy 74 PTS 4
5
2.98 mi
N2O
MPH
44

③ This part of the course actually goes past the roadway on the mini-map and off onto the dock area. Again, this has a wide area for drifting around and plenty of room for acceleration. Don't cut this one too close to the inside or you may have trouble approaching the next turn.


DRIFT CONTEST
01:36.09
124
8,611
xchopperx 9,476 PTS 2
DAIPrima2 8,611 PTS 3
Amy 5,843 PTS 4
155
2.52 mi
N2O
MPH
75

④ This last turn looks tight, but you actually have some space. If you wait to drift until the spot where it shows you on the mini-map, you will more than likely slam into the wall. Instead, as soon as you get clear of the metal fencing on your right, start drifting into the turn. This gives your rear end room to slide and score you some points. Keep going around and avoid crashing or you score no points for that drift.

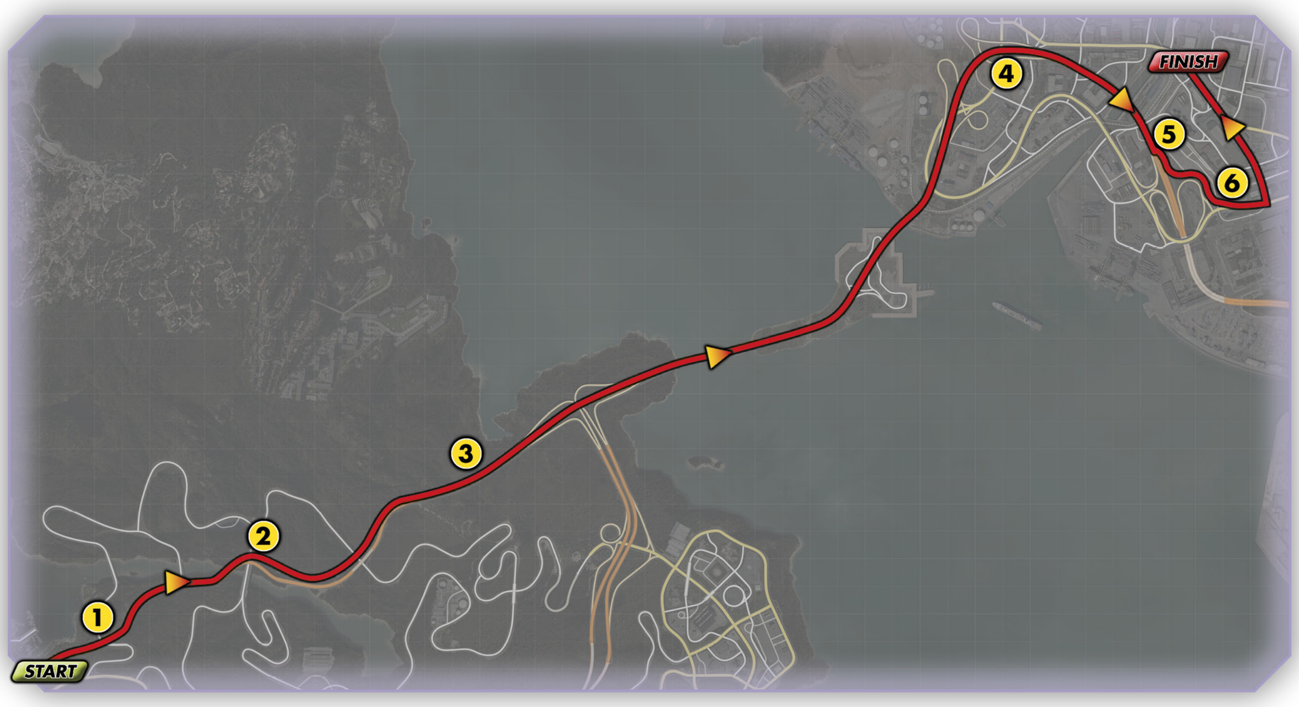

DRIFT CONTEST
01:05.99
754
16,005
TaterTat 22,534 PTS 1
DAIPrima2 16,005 PTS 2
xchopperx 13,983 PTS 3
DESTRUCTION
1X
346
CHECKPOINT
1.93 mi
N2O
MPH
40

NEED FOR SPEED

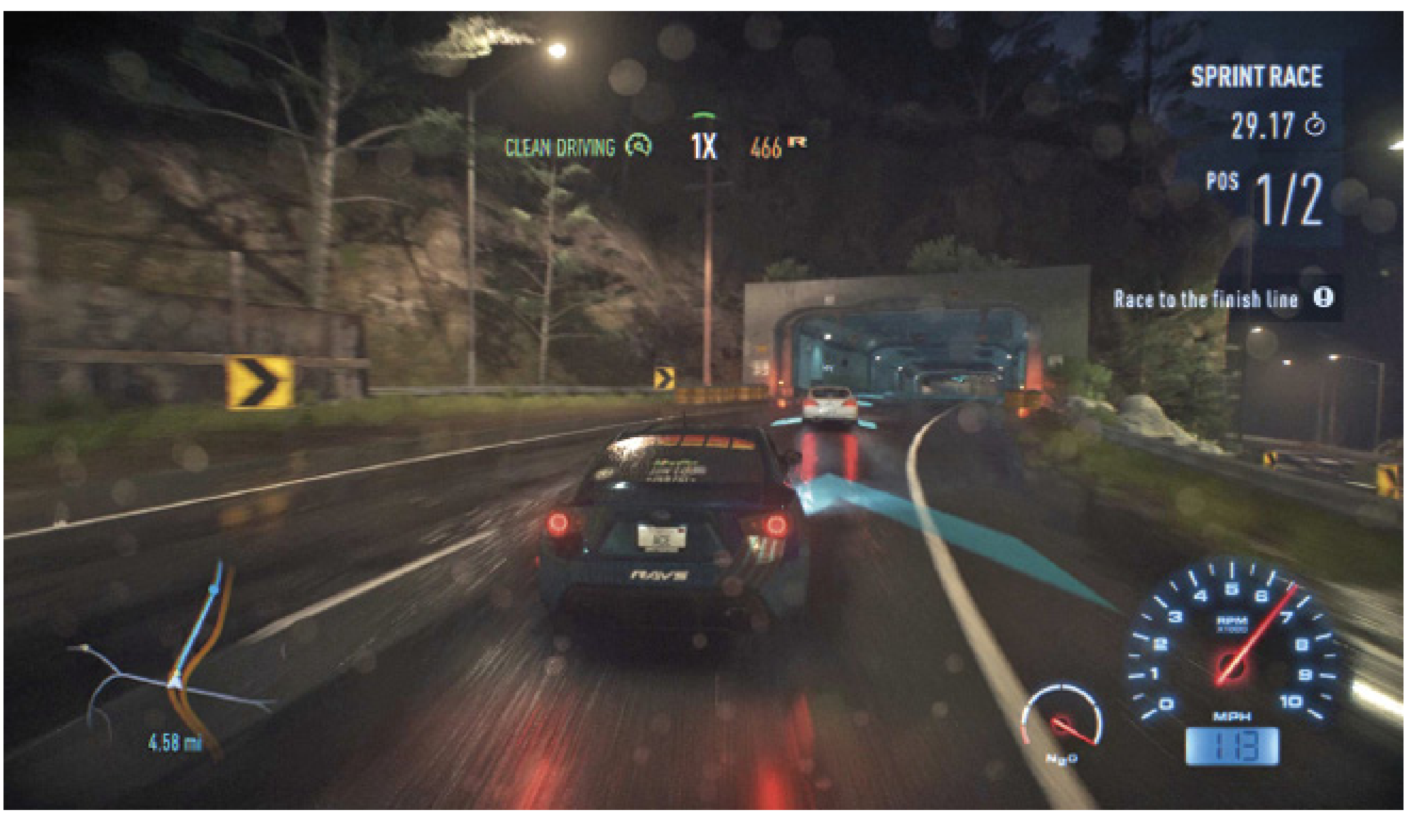
# Burning It In

This is another sprint race with a lot of freeway and a bit of city streets at the end. Make sure your car is tuned for gripping the road and not drifting. Starting out in El Rey, you are racing all the way into the center of Burnwood. It's just Amy and you this time.

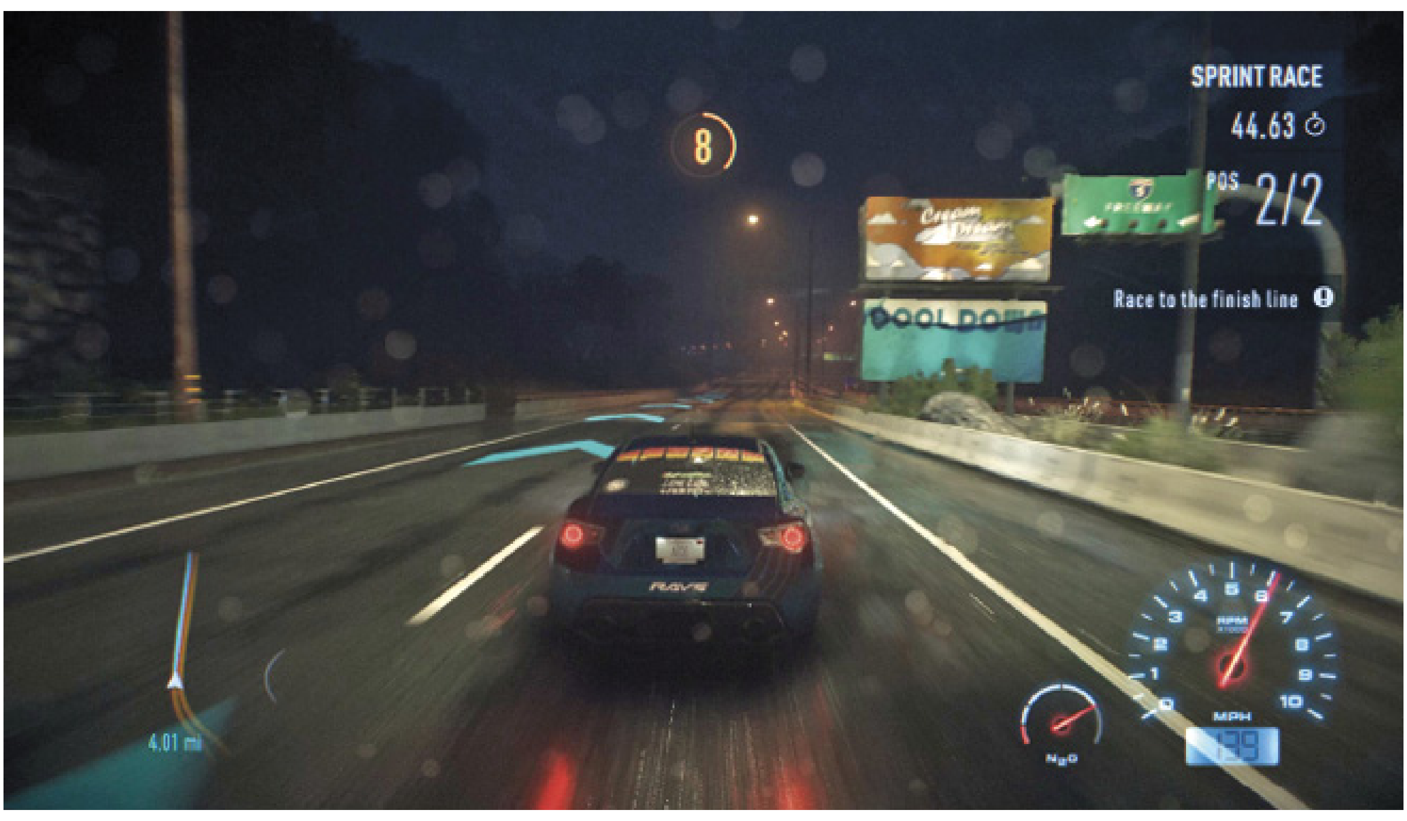
**OBJECTIVE:** Race to the finish line. The first one across is the winner.



① You start out already on the freeway for this sprint race, so hit the gas and get 'er up to speed. While it is fairly straight, there's a turn to the left that can take you by surprise here. As you approach, stay to the left—yes in the wrong lane of traffic. As you go through the turn, drive to the right side of the road to straighten out your line a bit. This lets you maintain speed and avoid having to steer too much. Release the accelerator before you enter this turn so you have a bit more control.

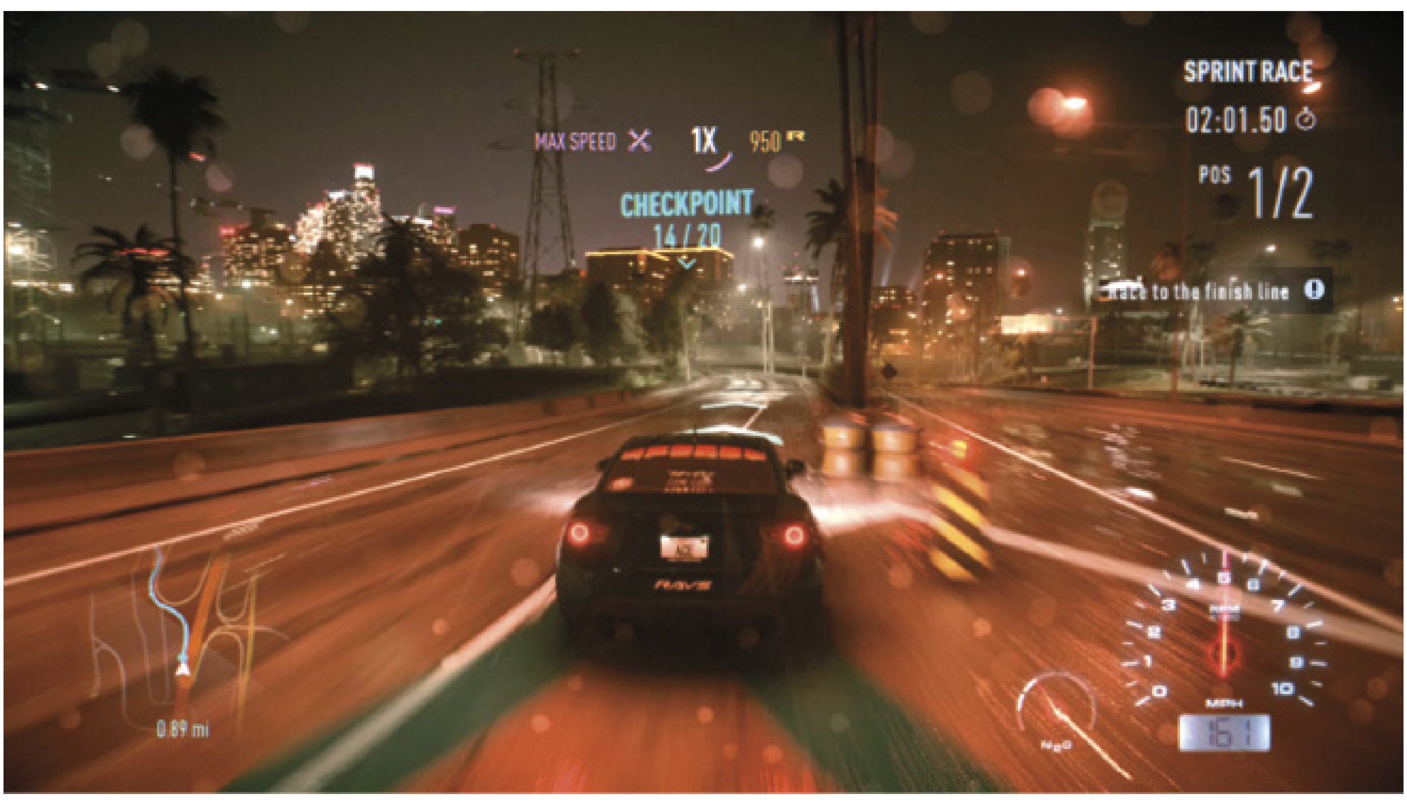


② The freeway lanes divide here and you want to stay on the left side. Watch for on-coming traffic as you go through the tunnels. If necessary, let up on the gas to help you take these turns here.



③ Now it's time for the speed run all the way into Burnwood. Most of the run is on the left side against traffic. However, as you enter Burnwood, you switch over to the right side. Be careful not to hit the center dividers as you do this.

④ The freeway veers wide in Burnwood. You are on the inside since you changed lanes. However, after the turn, look to get over to the left side again—you need to be over there to exit.

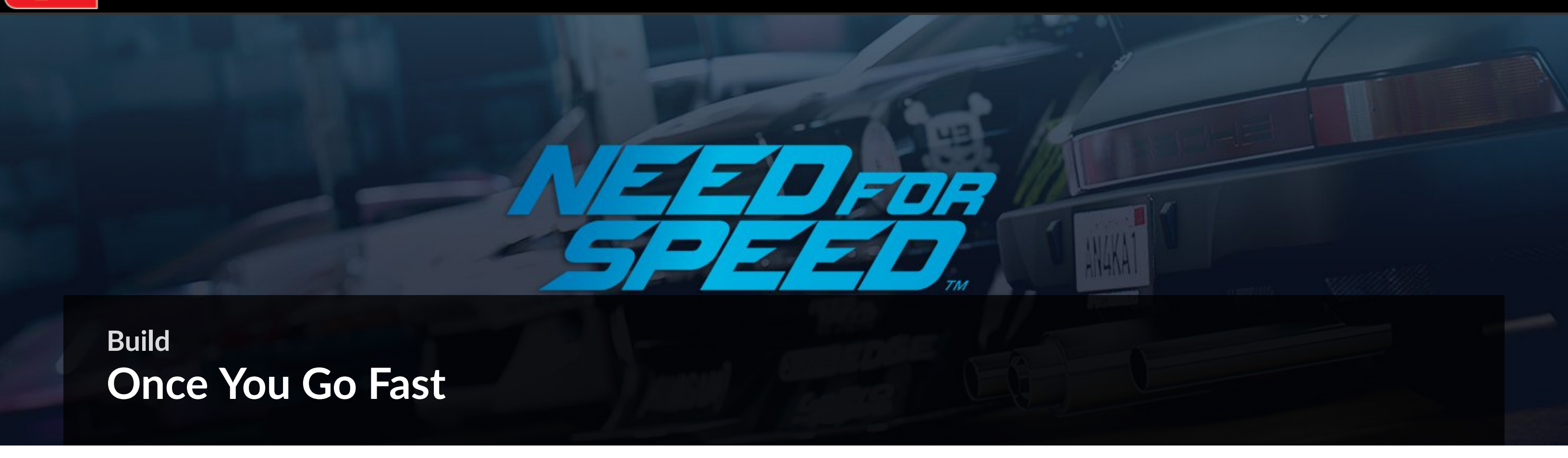


⑤ You must use the on-ramp to get off the freeway, so watch out again for oncoming traffic. Slow down as you approach the end of the on-ramp. You have a series of turns that go left, right, and then left again. If you lose control on the first one, it's hard to regain it. Plus, there are dividers here that are easy to run into if you're going too fast. It's best to slow down here and speed up later.

⑥ As soon as you get onto the city streets, punch it. There's a sharp turn to the left, but the streets are wide and you can powerslide around it if necessary. Once you're around it, go all out all the way to the finish line.

## TIP

**After that last sprint race, Amy calls and tells you to get over to the garage. She and Spike are arguing over their idols. While Spike wants to be like Magnus Walker and focus on speed, Amy looks to Nakai-San for inspiration. While you're in the garage, you might as well spend some of the cash you're winning on upgrades.**


NEED FOR SPEED

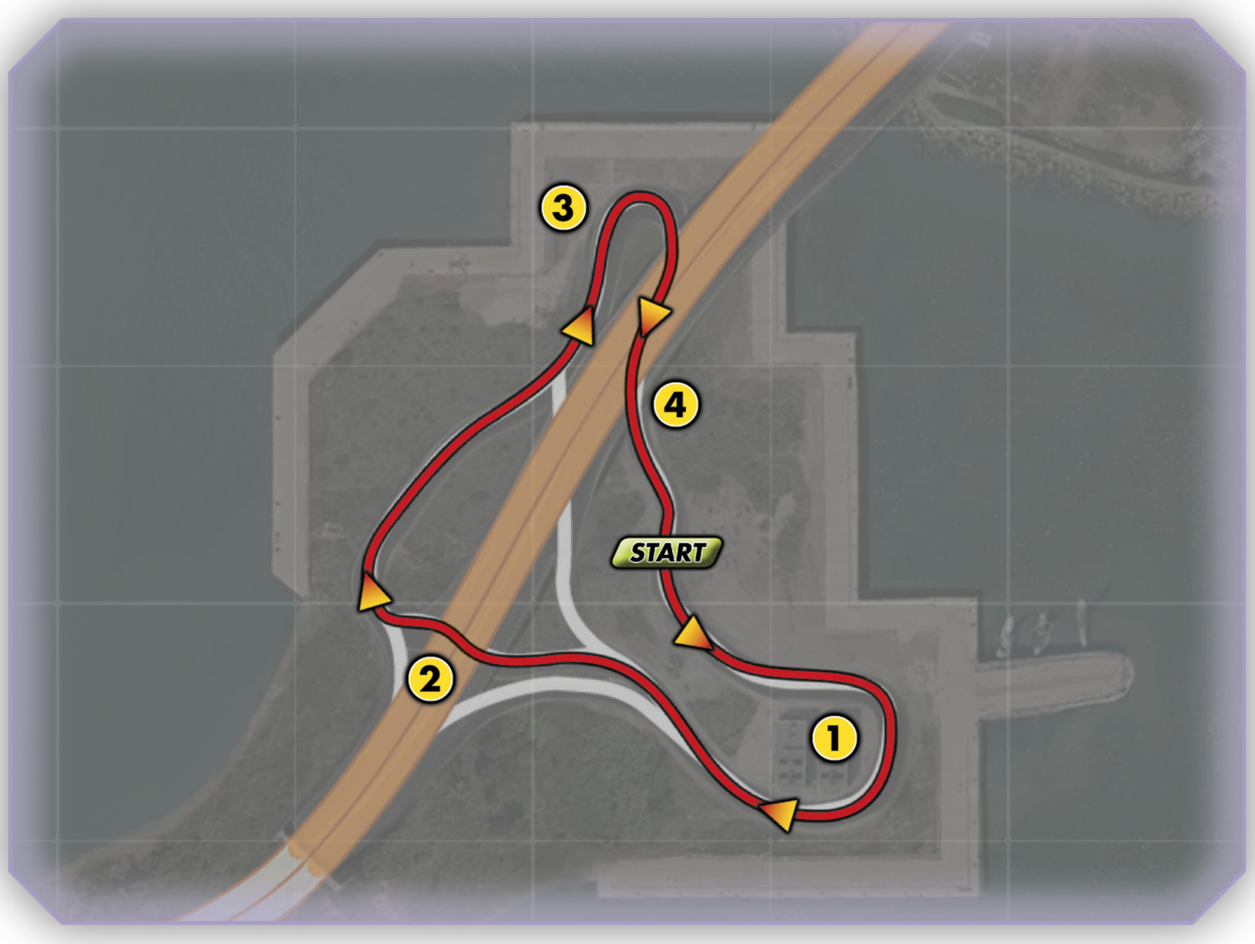
Build

## Once You Go Fast

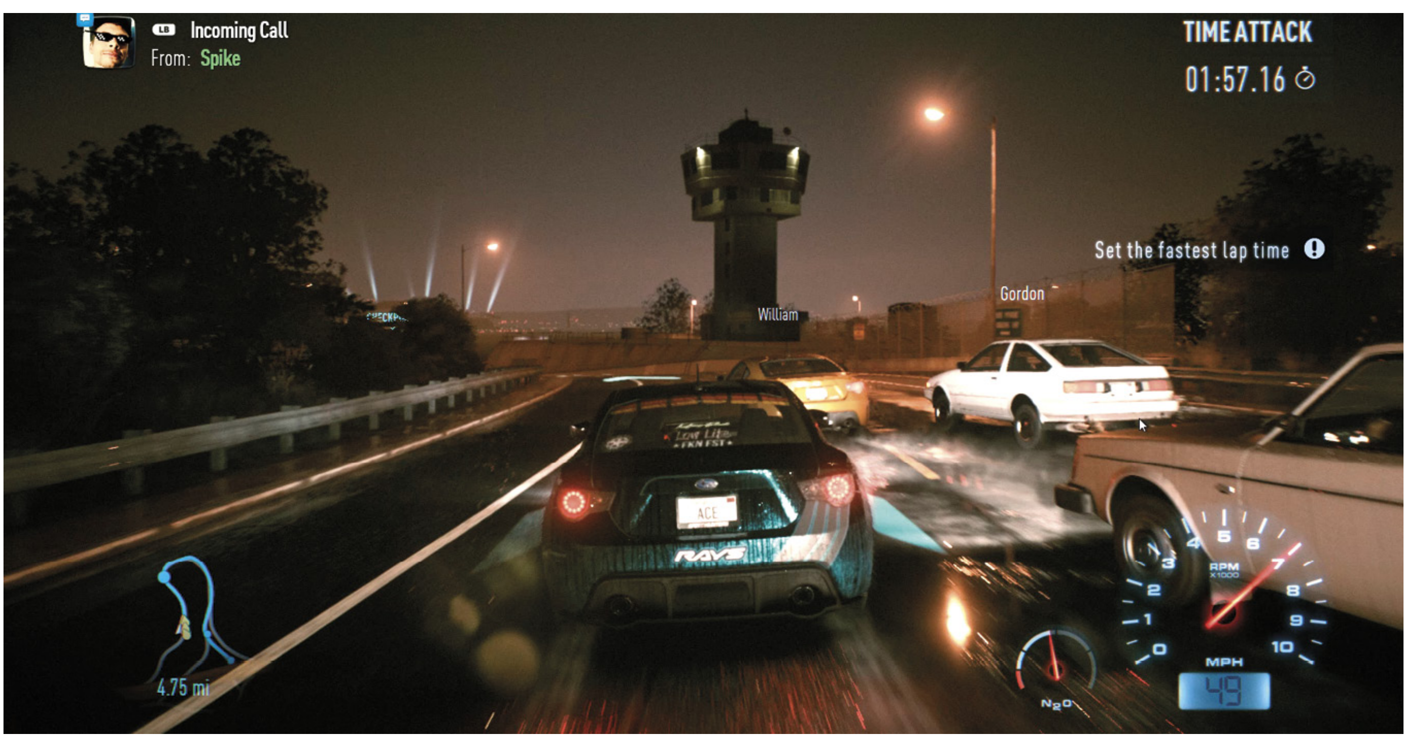
Amy's next event is a time attack. This is located on the little island between Burnwood and Franklin Terrace. Don't worry about getting up to top speed here because you won't. Instead, it's about control and short bursts of speed.

Try to get the best lap time during this two-minute race, which also has a requirement: You need a car with at least 350 horsepower. Customize yours in the garage so you can enter this event.

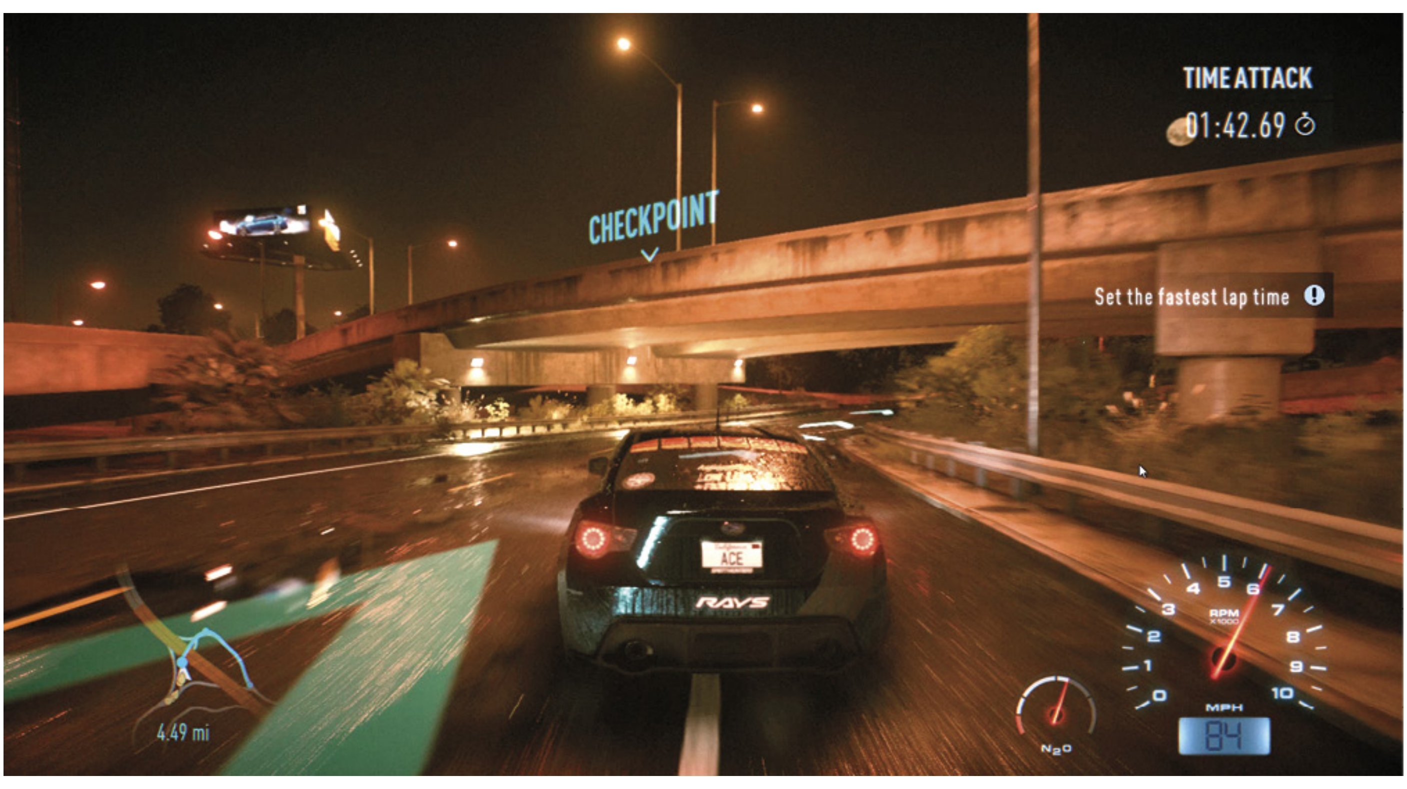
**OBJECTIVE: Set the best lap time on a short circuit against the clock. Drive as many laps as you can in the time limit. Fastest lap time wins.**



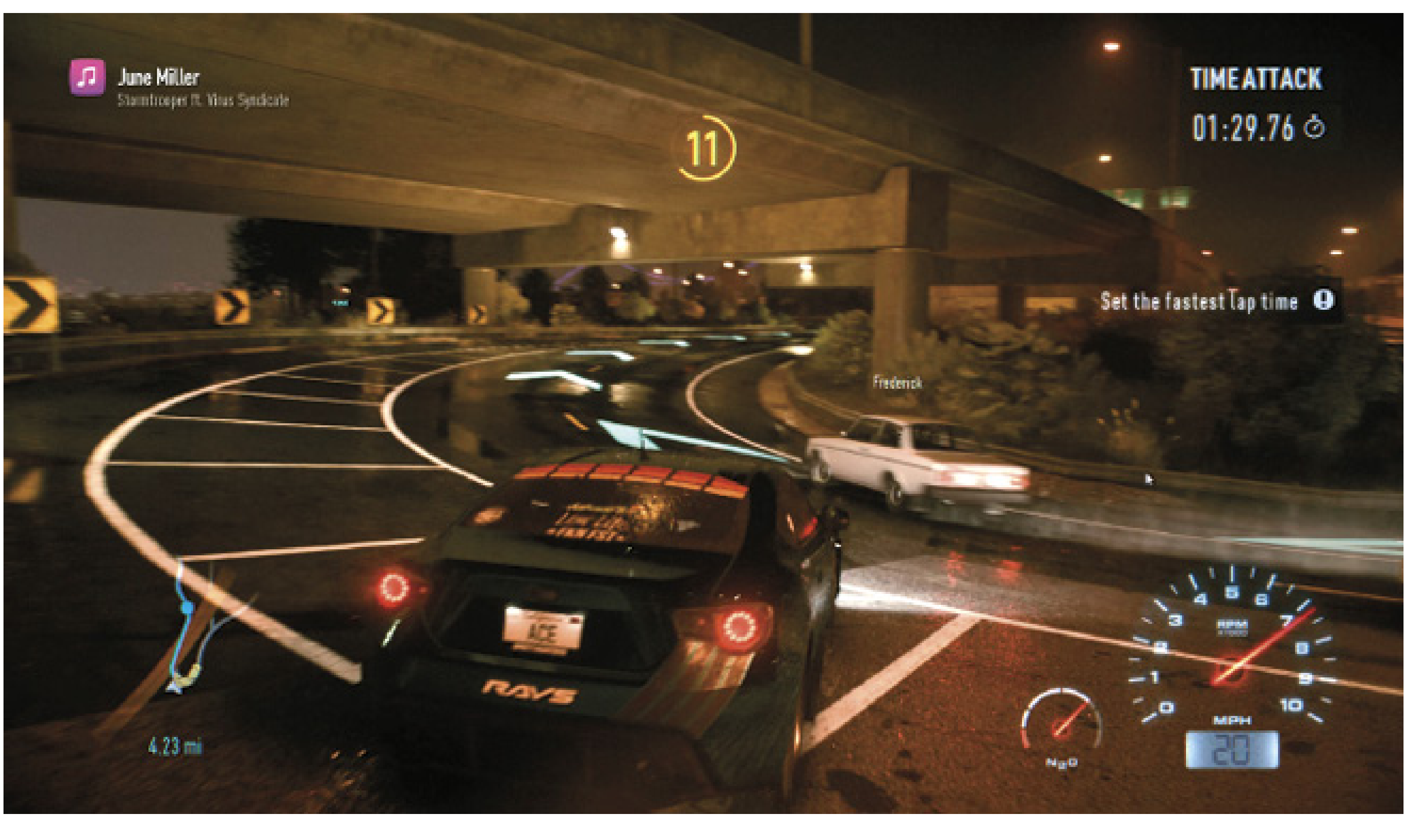
① You will make multiple laps around this short course. There are lots of turns. The first one can be tough because you enter with a turn to the left and follow with a long turn to the right around a monument.


Incoming Call
From: Spike
TIME ATTACK
01:57.16
Set the fastest lap time
William
Gordon
4.75 mi
49

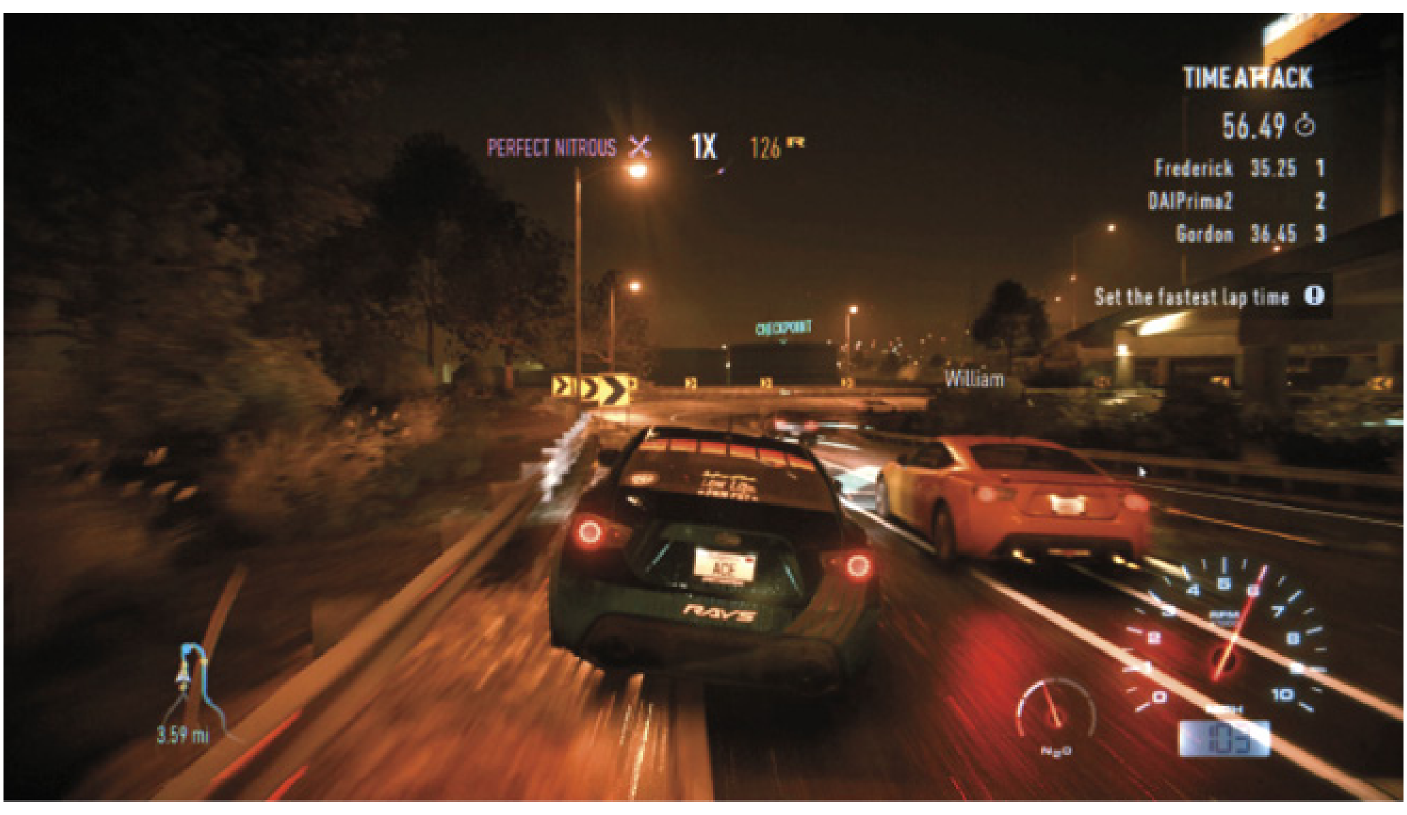
② As soon as you get around the monument, hit the gas. You have a short sprint to a tight turn to the right. Try to powerslide around this turn and then accelerate toward the next turn.


TIME ATTACK
01:42.69
CHECKPOINT
Set the fastest lap time
4.49 mi
84

③ This is a hairpin turn to the right. Be sure to slow down before you start turning and enter this one or you'll slam into the guardrail. Powersliding is an option if you can make it all the way around.


June Miller
11
TIME ATTACK
01:29.76
Set the fastest lap time
Frederick
4.23 mi
20

④ While it may not look bad, this is actually the toughest spot. The reason is that, while the turns are not tight, you have a left, right, left combo. You might be tempted to speed up during this section, but if you accelerate too much, you lose control for making the turns. Take this spot east so you can approach that big turn around the monument with control. You can speed up on other sections.


PERFECT NITROUS
1X
126
TIME ATTACK
56.49
Frederick 35.25 1
DAIPrima2 2
Gordon 36.45 3
Set the fastest lap time
William
3.59 mi
103

### TIP

**To win this time attack race, you only need one of your laps to be the fastest. So either get out in front or drop back a bit so you don't have other cars getting in your way. There are six other cars and it can get crowded on a small course like this one.**

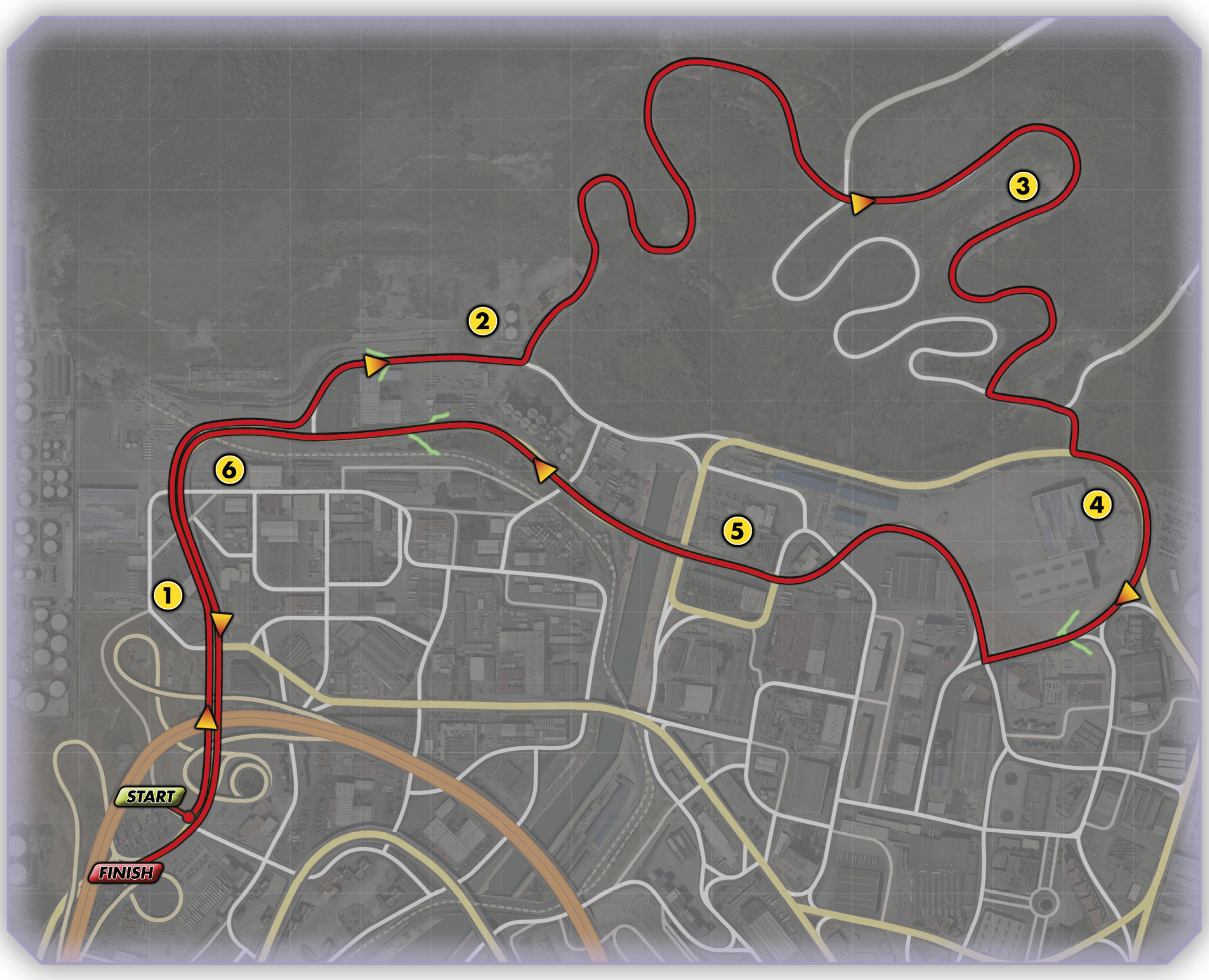
NEED FOR SPEED

## Build

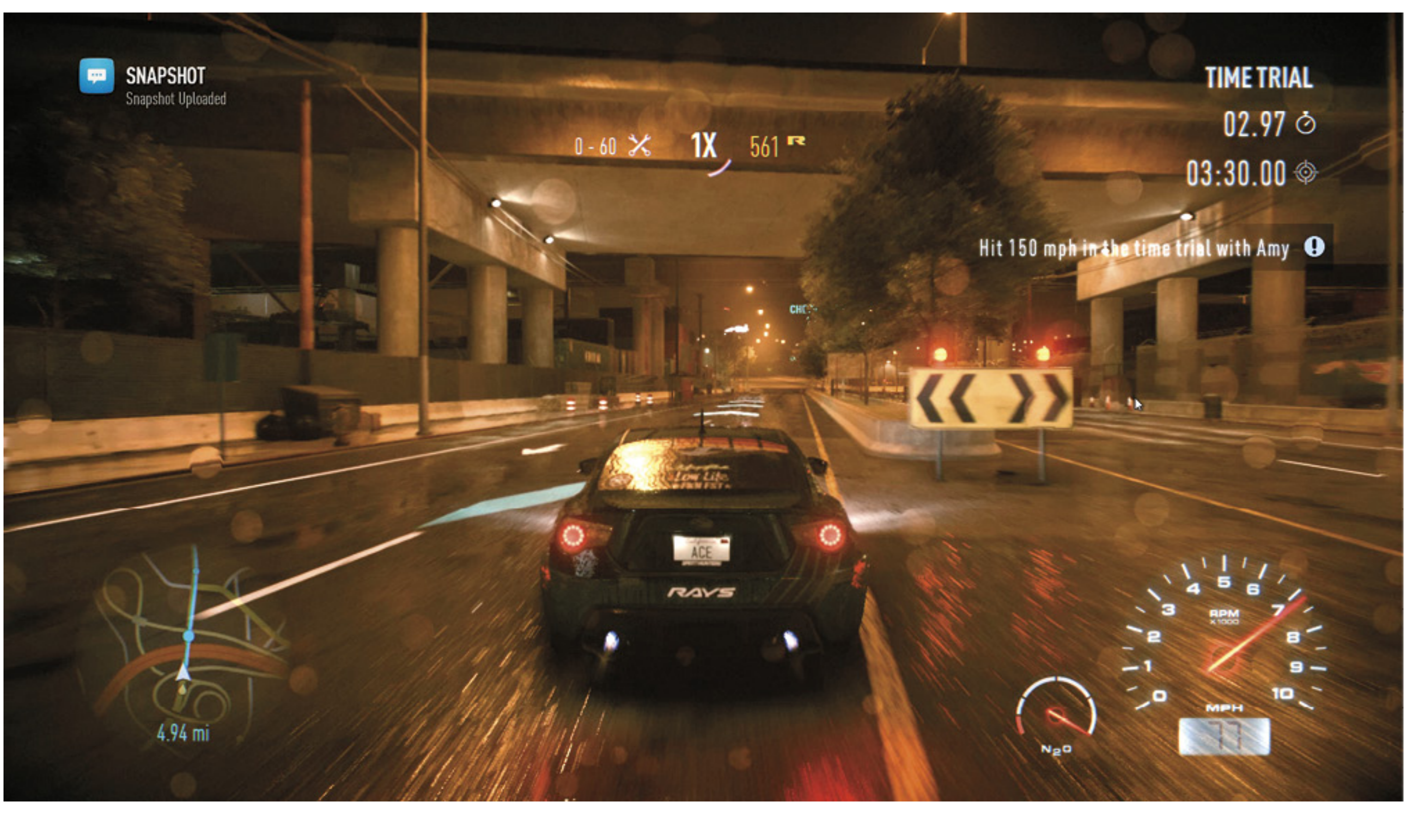
# Red Makes It Faster

Amy has set up a time trial for you to try out. It starts out in Burnwood and takes you up into the foothills of the Crescent Mountains for a taste of hilly turns. Finally, you end with a sprint through the city streets of Burnwood. Furthermore, in order for this to be a valid run, Amy wants you to hit 150 mph.

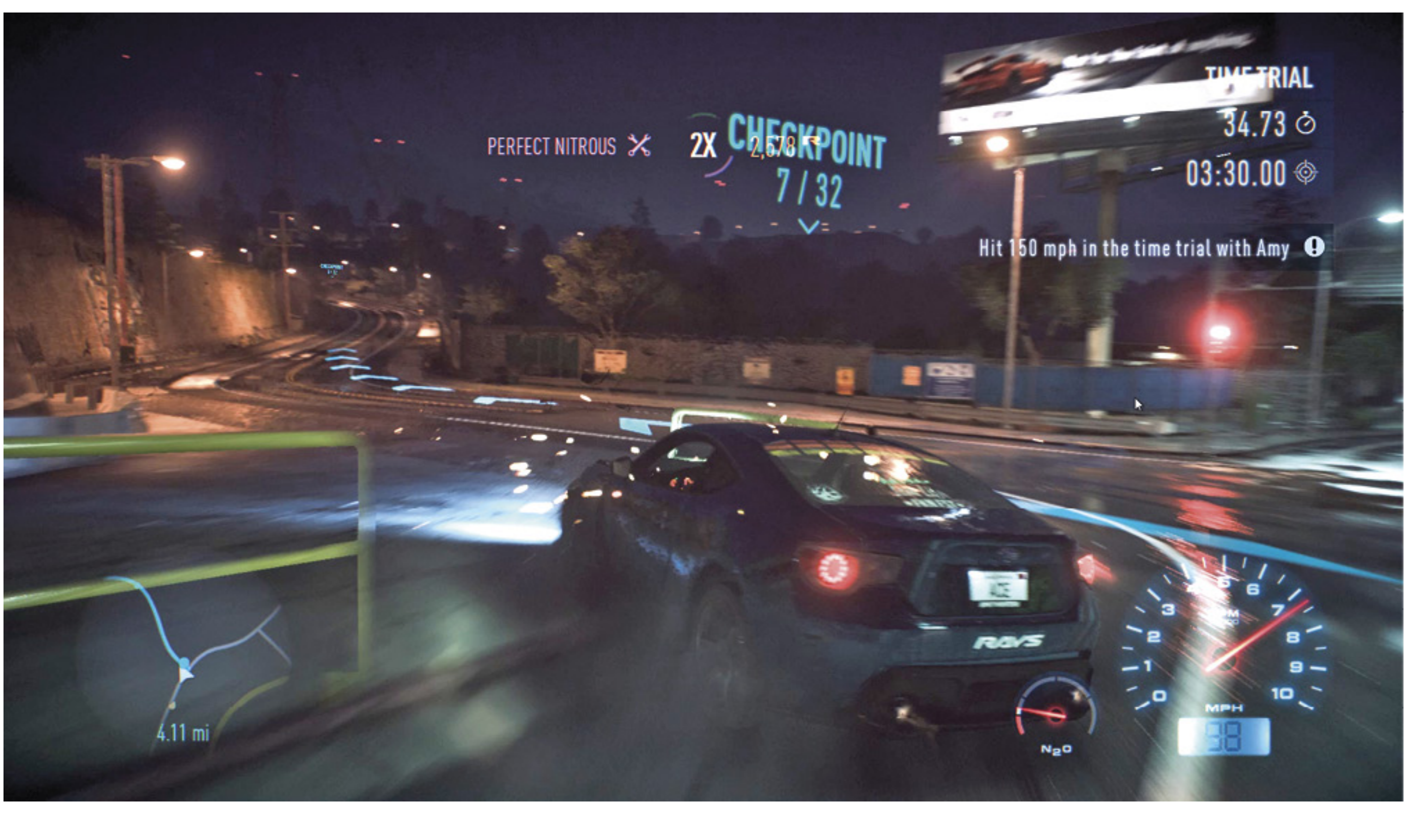
**OBJECTIVE:** Run the route as fast as you can. Finish within the target time of 3:13 and hit at least 150 mph to win.


START
FINISH
1
2
3
4
5
6

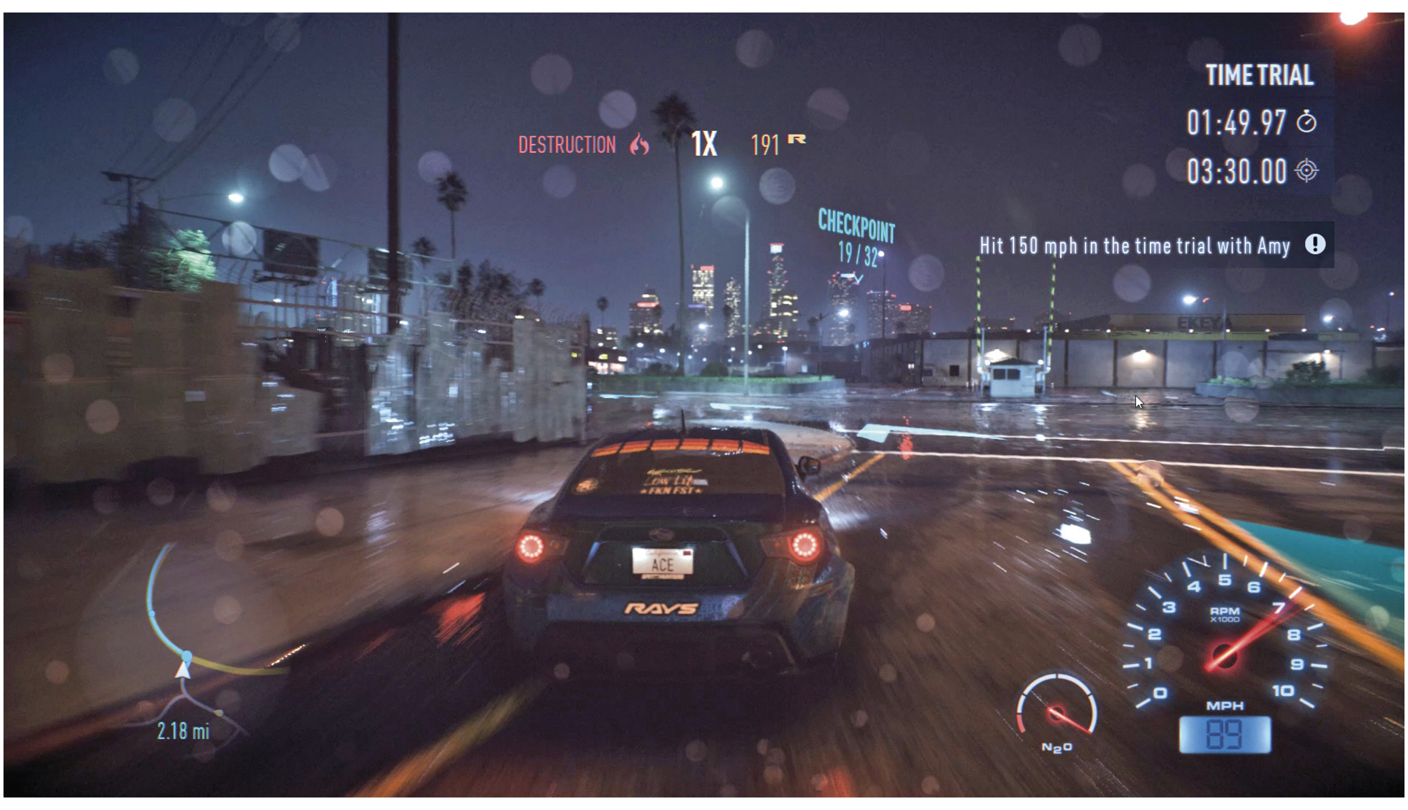
① The first leg of this race is a sprint. Get going as fast as you can here. You most likely won't hit 150mph in this stretch because you have a turn toward the end and need to start slowing. As soon as you get around the wide turn to the right, you must turn left onto another street, followed by a sharp turn to the left. Stay in control here to avoid running into walls.


SNAPSHOT
Snapshot Uploaded
0 - 60
1X
561
TIME TRIAL
02.97
03:30.00
Hit 150 mph in the time trial with Amy
4.94 mi

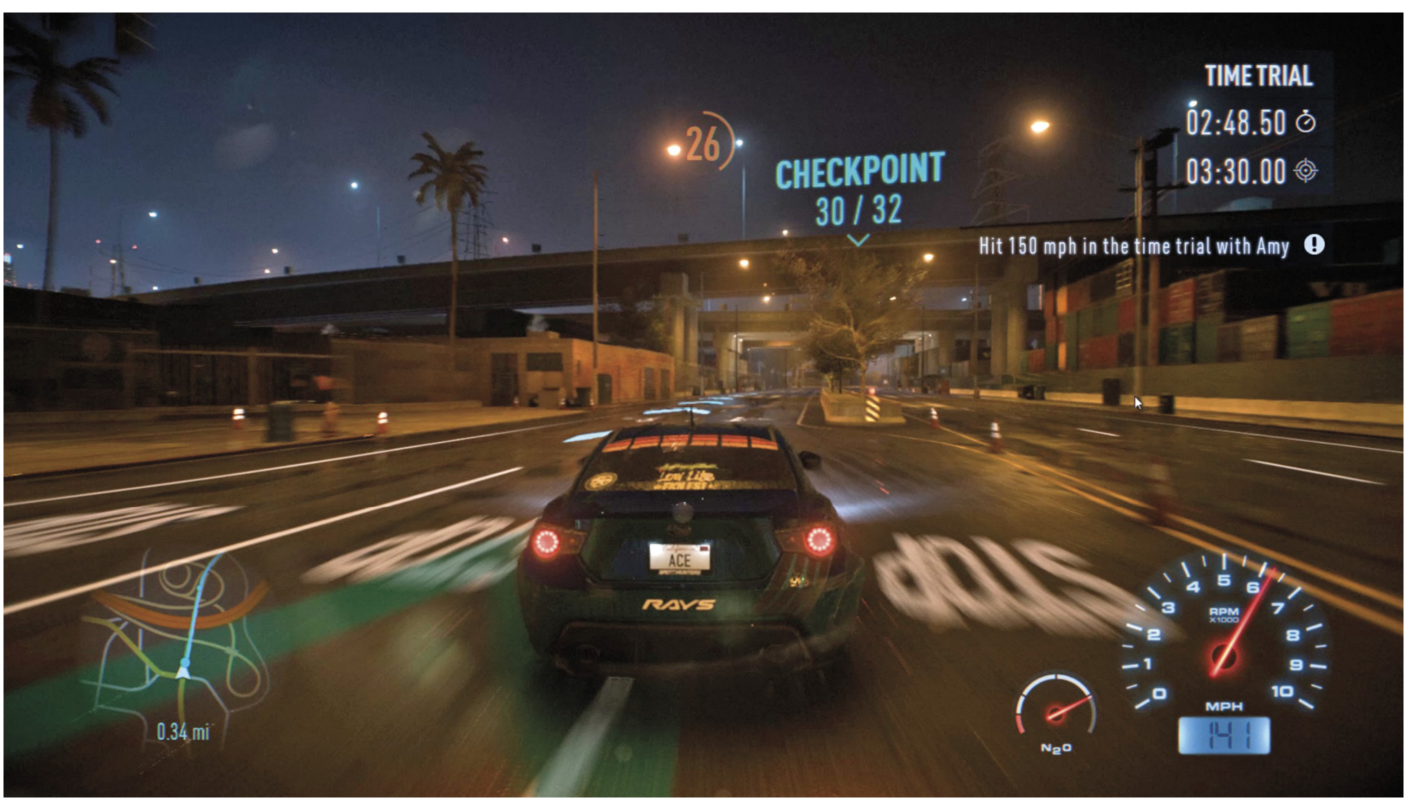
② Turn left onto the road that takes you up into the mountains. Get through the series of turns by alternating between brakes and throttle. After rounding a wide turn to the right, you have a long turn to the left where you can pick up speed.


PERFECT NITROUS
2X
CHECKPOINT
7 / 32
TIME TRIAL
34.73
03:30.00
Hit 150 mph in the time trial with Amy
4.11 mi

③ You now have a series of turns that takes you back down the hills toward Burnwood. At the bottom, expect a couple sharp turns onto city streets again. Since they are wide, you can hit them fast and powerslide around the turns.


DESTRUCTION
1X
191
CHECKPOINT
19 / 32
TIME TRIAL
01:49.97
03:30.00
Hit 150 mph in the time trial with Amy
2.18 mi
89

④ Once back on a main road in Burnwood, follow the long, wide turn around to the right. The road is divided in some places, so don't hit any obstacles. At the end of the turn, you have a sharp, 90-degree turn to the right. Slow down before taking it, then accelerate through a couple turns to pick up speed.


26
CHECKPOINT
30 / 32
TIME TRIAL
02:48.50
03:30.00
Hit 150 mph in the time trial with Amy
0.34 mi
141

⑤ This is a straightaway through town and the place to hit 150mph. Get going as fast as you can. If you have a nitrous system, punch it for that extra boost of speed. The street is wide here, allowing you to take the long, easy turns without the need to slow down.

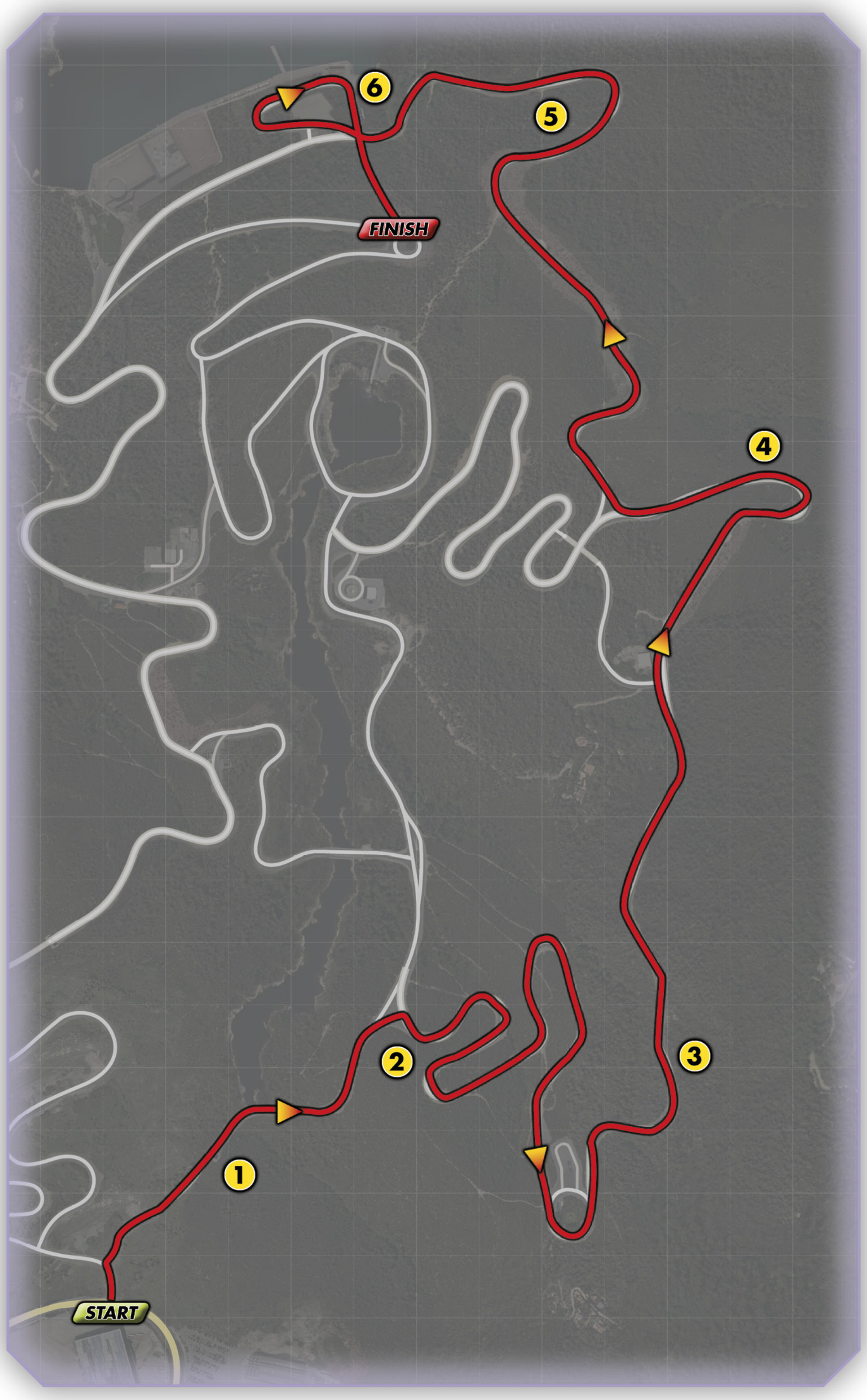
⑥ After completing your speed run, you have a turn to the left. It's wide, but can come at you fast. Slow down as you enter, then accelerate out of it and sprint all the way to the finish line. You should be able to reach it with time to spare.

Build

# Tanel's Leap

While you got a taste of mountain racing, Amy has prepared another time trial for you. This time, you're racing all the way to the dam at the top. It's a steady climb, so make sure you have some horsepower under the hood.

**OBJECTIVE:** **Finish the time trial within 3:43 to win.**



① The first leg of this race is fairly straight. Get up to speed as quickly as you can. There are a couple of turns as you approach the end, so just let off the gas to slow down a bit before entering, then accelerate out of them.

TIME TRIAL
11.63
03:45.00
Reach the finish within 03:45.00
4.85 mi
MPH
87

② Next, you hit a series of alternating turns, but have some space to speed up between them. Since you're climbing, just letting off the throttle is usually enough to slow down and still maintain control around them. As you approach the monument, speed and powerslide around it. You then have a right and then left turn combo, so maintain control around them.

CLEAN DRIVING
1X
466
TIME TRIAL
22.60
03:45.00
Reach the finish within 03:45.00
4.51 mi
MPH
87

③ This relatively straight section is your speed run for the course. The turns are wide and long, so try to take them with straight lines to limit the steering you must do. This is where the horsepower under your hood shows as you continue racing uphill at high speeds.

④ At the end of the speed run, you encounter a tricky set of turns. There's a sharp turn to the right, followed by a hairpin turn to the left. The key is to slow down and take the first turn under control so you are prepared for the second. After three more turns, you have another short straight section for making up time.

⑤ Another set of turns here! Slow down for the bend to the right, just before you begin your descent toward the dam. Letting off the gas may not be enough, so tap the brakes to slow down as you hit the next turns—especially the two right before the dam.

⑥ At the dam, you must make some sharp turns to get around to the tunnel. Slow down! It's easy to lose control here with these tight turns, so take your time. Then accelerate as you enter the tunnel and speed all the way to the finish line.

## TIP

**Head back to the garage and meet up with Amy again. She is very impressed with your ride and wants to post some photos of it online. Maybe Nakai-San will see them.**

NEED FOR SPEED

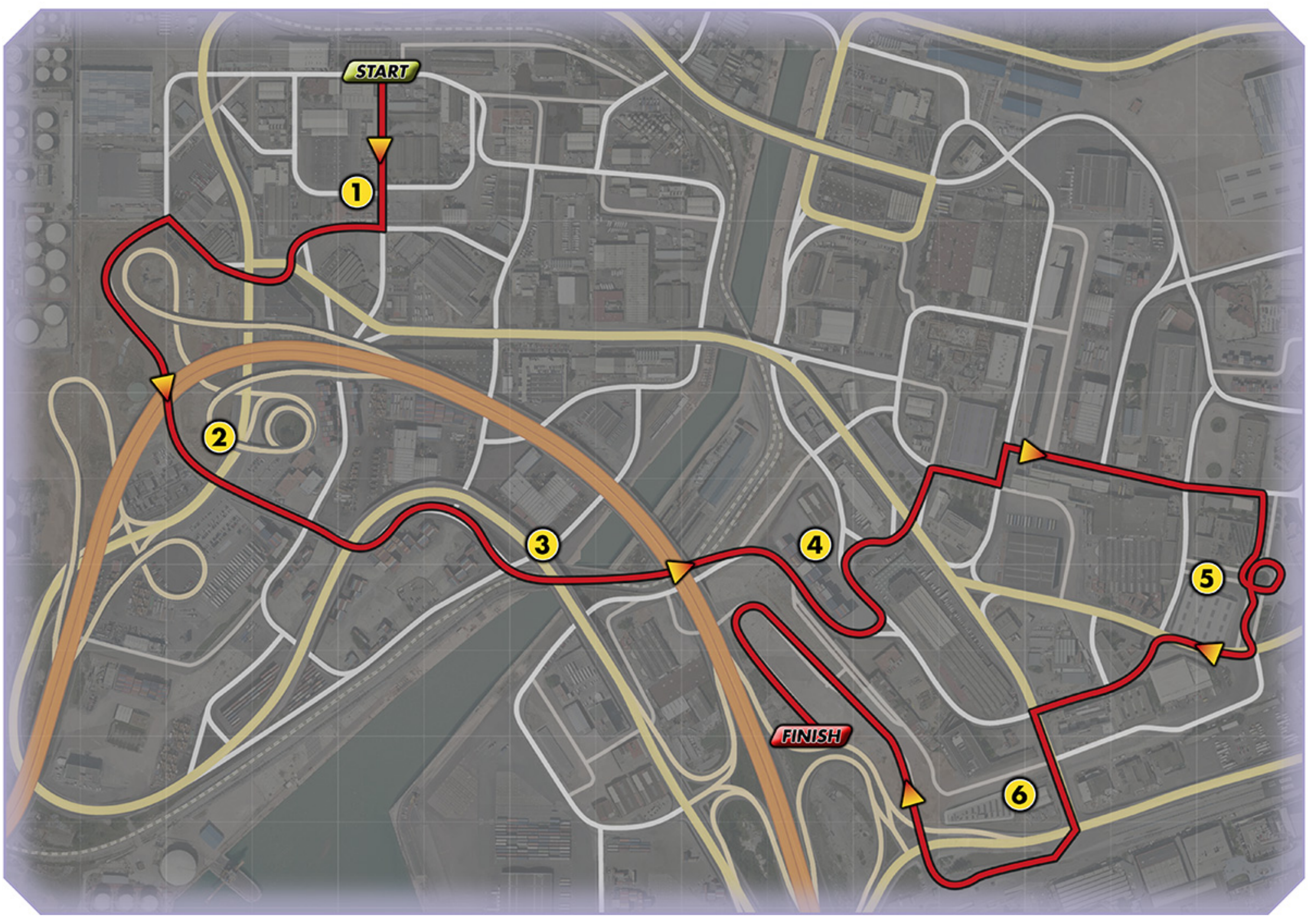
Build

## Blue Kobra Blitz

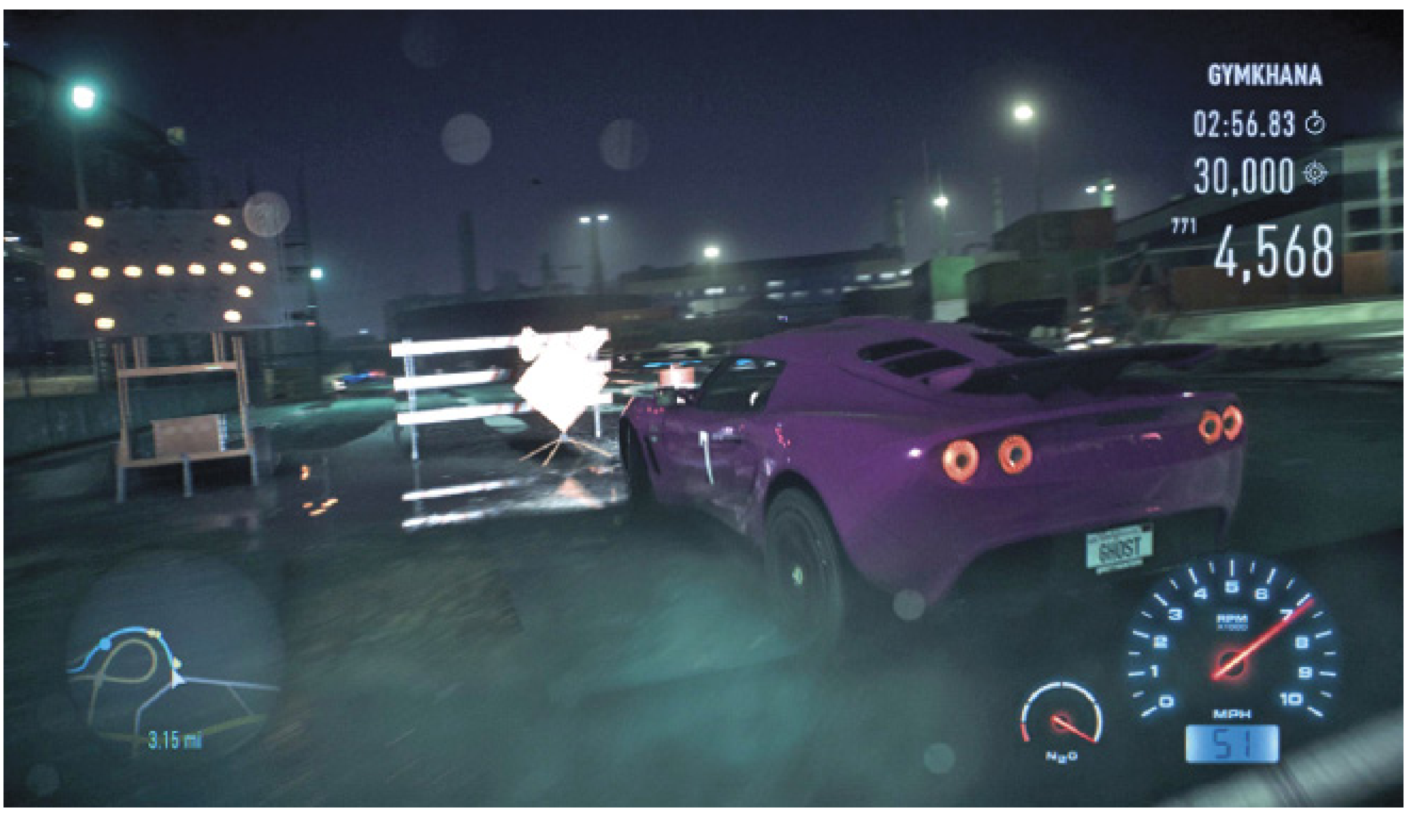
Now that you've shown speed and power, it's time to add some style. Amy has a gymkhana run through Burnwood. Jump, drift, and style your way through the route at speed. Find the balance between speed and style to cross the finish line inside the time limit.

You must earn a minimum Drift Score to win. Before you even try this, tune your car for drifting.

**OBJECTIVE:** Score more than 20,000 drift score and finish the course within 3:00.



① The first leg of this course is along streets in Burnwood. Try to score as many points as you can while drifting around the corners.



② Follow the checkpoints through a barricade and into a construction area. There are some turns here, as well as a jump. Stay on course and get back onto the streets again. There's a tight turn to the left that you should drift around, followed by a turn to the right.

③ Once again, you leave the streets. This time, you're following the railroad tracks. There are not many opportunities for drifting here until you turn out of the tracks and onto the streets again.

④ This section has some turns and several turns at intersections. Instead of trying to get around the turns as quickly as possible, use these to drift and earn some points. When you reach the straightaway, hit the gas and race to give yourself some more time for drifting later.

⑤ After taking a tight right turn off the straightaway, you enter a driveway area. There's a roundabout that you must go completely around. Get some drift points here, as well. Then exit and get back on the streets. Drift around the turns for even more points. As you go down a back alley, follow the course over a jump, then take a tight left at the end of the alley back onto a main street.

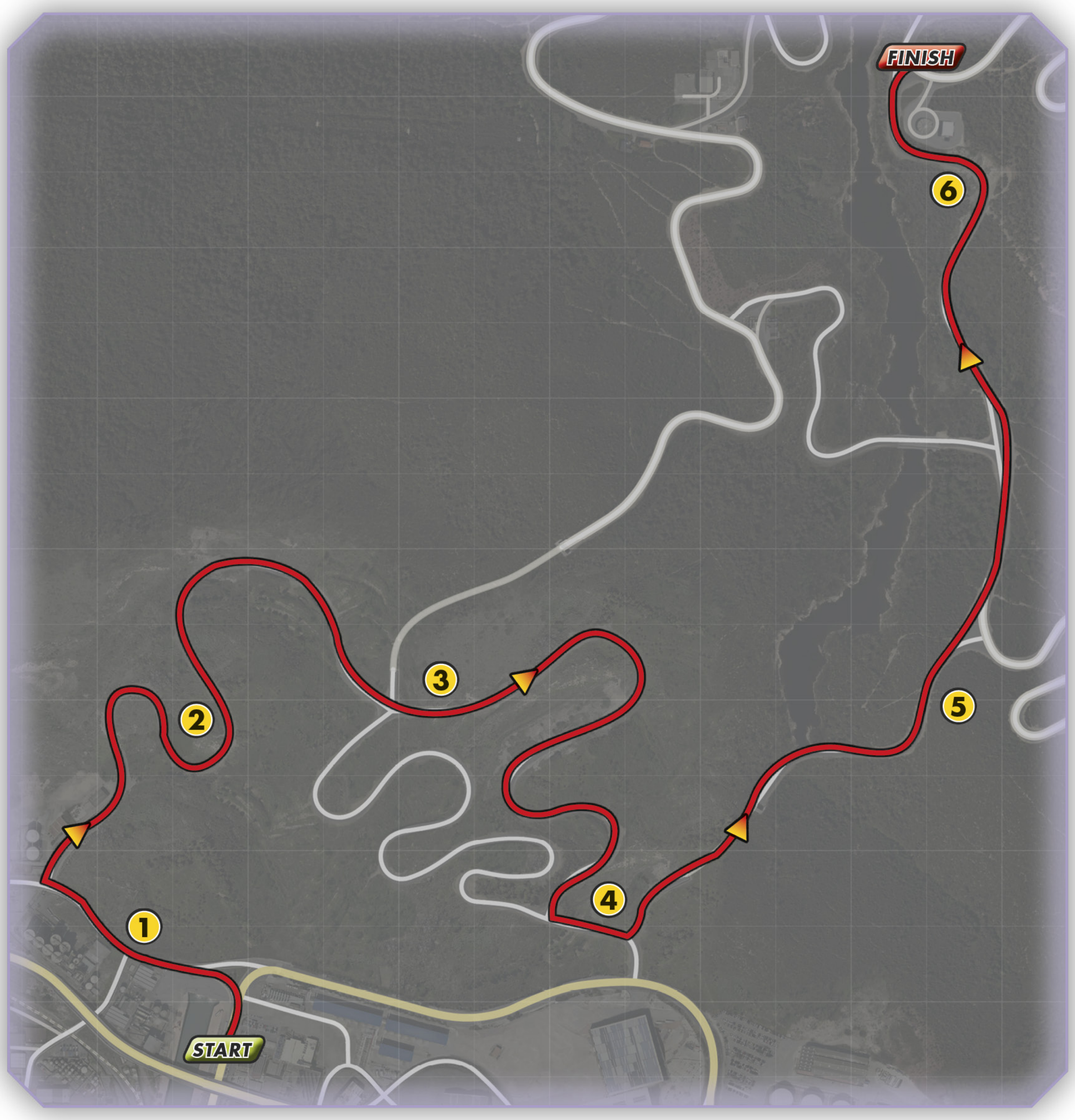
GYMKHANA
53.29
30,000
22,340
COP CHASE
1X
200
CHECKPOINT
TOTAL FINE
$500
0.70 mi
69

⑥ As you cross an intersection, bust through another barricade and take a tight right into a second construction area. There are a few turns here, along with a hairpin toward the end. This is your last opportunity to get some drift points, so seize the opportunity if you need them. There are also some jumps. Since this area is narrow, set up your lines before you go up the ramps. Once you're in the air, you have no steering or control until your wheels hit the ground. Continue to the finish line to win the race.

# Tunerz Know

Head back to the shop and tune your ride for grip. Amy has another run up the mountains. This time it's a sprint race. There are six other cars involved, so you must also watch out for them as the turns in this event can get crowded. That's a good reason to get out ahead and stay there!

**OBJECTIVE:** Race to the finish line. The first one to cross it is the winner.


FINISH
⑥
⑤
③
②
④
①
START

① You start out in Burnwood and have a couple tight turns at intersections with a straightaway between them. Try to get the lead before heading up into the mountains.

New range now in store!
Diffusers now purchasable in the store!
40
SPRINT RACE
08.73
POS 4/7
Race to the finish line
Minnie
3.37 mi
95

② You hit a series of turns here. Speed into them, then let up on the gas as you go around to maintain control. Your car should have the power to pull ahead in between the turns.

SPRINT RACE
01:08.37
POS 2/7
CHECKPOINT
9 / 21
Race to the finish line
Bisimoto
1.61 mi
115

③ Pick up speed as you race through the intersection and continue along a wide turn. Continue through a series of turns again as you head downhill. Tap those brakes to stay in control.

④ Powerslide through a couple left turns at intersections, then start climbing back up the mountain. Watch those two turns after the tunnel. They come up fast and are a bit tighter than they look because you're hitting them with a lot of speed.

⑤ This is the speed run of the course. Relatively straight, you are heading uphill. It's where the other racers try to catch up and pass you, so keep it going fast and use nitro if you brought it along.

⑥ After the speed run, the sharp turns can be tricky. You can't afford to crash here, so let off the gas and even tap the brakes to get around them. There's not a lot of room to accelerate here since the finish line is right after the last turn.

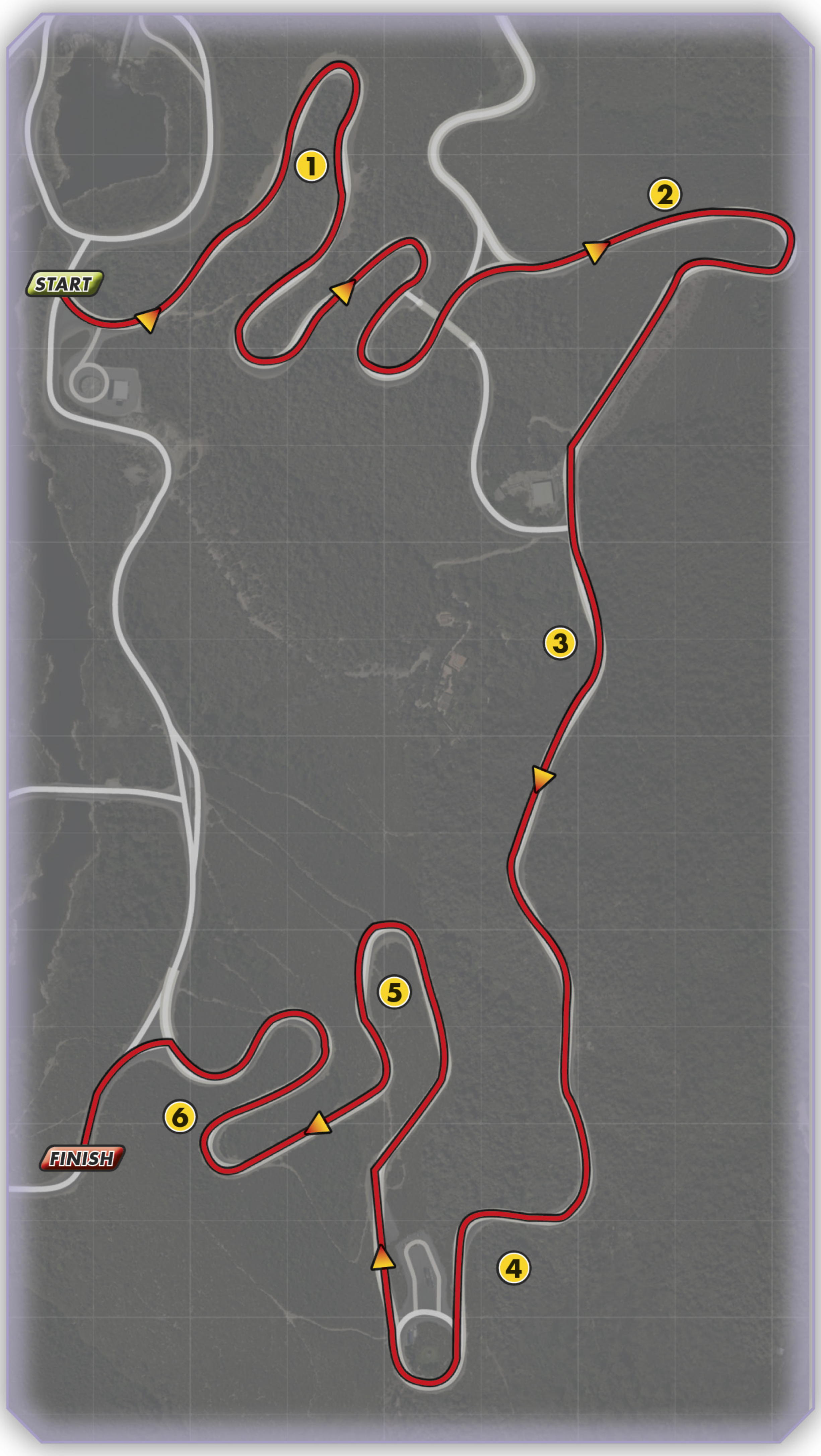
NEED FOR SPEED™

Build

# Stagger Your Swagger

Amy has a treat for you. This is a togue down the Crescent Mountain roads that combines drifting and racing. Score is what matters, so tune your car for drifting at the garage before starting this event. You want to stay in front of the pack so you earn more points for drifting.

**OBJECTIVE:** Score the most points by drifting to win.


START
FINISH
1
2
3
4
5
6

① The challenge begins near the top of the mountains and you race downhill most of the way. The key is speed. Don't worry about drifting around each and every turn in the road. Since you score more points by being out in the lead, it's better to think of this as a race. There are several turns in the first section. Race to each and then drift around them.

CHECKPOINT
Jamie
Tyrone
TOUGE
05.00
0
Jamie 0 PTS 3
Tyrone 0 PTS 4
DAIPrima2 0 PTS 5
3.73 mi

② You have a straight section here, so race to get out in front. Use nitro if necessary. Try to get to the hairpin turn first and drift around it. Be ready for the immediate turn to the left—it can take you by surprise.

DRIFTING
2X
TOUGE
05.00
0
3.60 mi

③ While there are some slight turns here, don't waste time or speed trying to pick up a few drift points here. This is a speed run and you must finish first.

CHECKPOINT
DRIFTING
1X
Baesen
TOUGE
05.00
12,504
DAIPrima2 12,504 PTS 1
Victoria 6,128 PTS 3
3.28 mi

④ At the end of the speed run, slow down a bit, then drift around a couple turns and pick up speed so you can get around the monument. You need some speed to make it all the way around.

⑤ Race through a couple slight turns and don't start drifting until you get to this 180-degree turn.

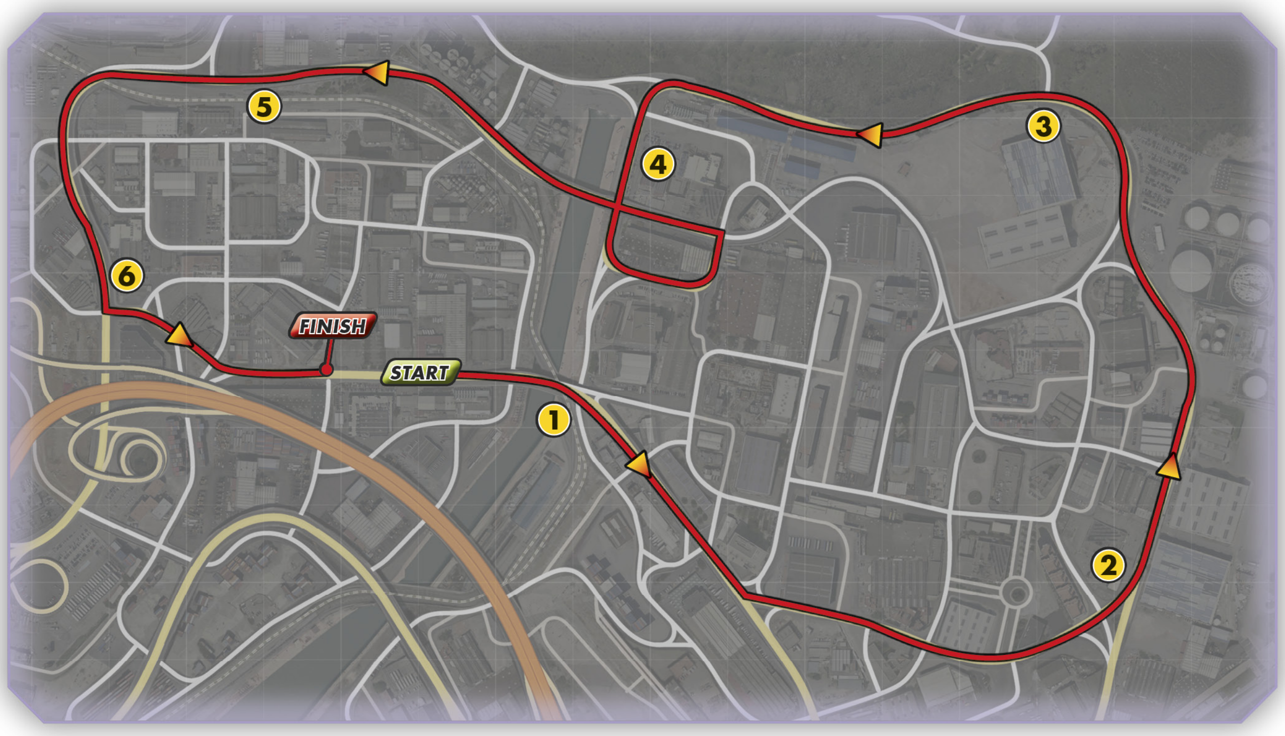
⑥ Drift through the remaining turns to score as many points as possible before you take a tight turn at the intersection and continue to the finish line.

Build

# A Legend's Wheels

Amy invites you to a sprint race around Burnwood. It's all on main streets, which are wide and give you room to maneuver. Amy is driving Nakai-San's car for this race, so you're going to need a fast and powerful car, as well.

**OBJECTIVE:** **Race to the finish line and be the first across to win.**



① This is a fast race and it starts out with wide streets and long, wide turns. Get out in front and stay there. Toward the end of this leg, there's a quick turn to the left at an intersection, so you may need to let up on the gas or tap the brakes to stay in control there.

SPRINT RACE
03.20
POS 7/8
Race to the finish line
0-60
1X
646
3.62 mi
93

② You are now racing through the main part of the city. Watch for traffic and stay in control on the turns. The one near the end where a long turn to the left has a short turn to the right can catch you off guard if you'r e' not ready. Take the wide turn on the outside and cut across to the inside of the short turn, then go to the outside as the long turn to the left continues.

③ As you round the long turn, punch it and get as much speed as you can for a section of straight road.

SPRINT RACE
01:09.10
POS 3/8
Race to the finish line
Edith
1.20 mi
97

④ The course now reveals four sharp turns to the left. Slow down for the first one after the speed run. Powersliding around these turns is a good idea. Once you get past the last one, hit the gas and get to your top speed.

⑤ While this is another speed section, watch out for the long turn to the left. The road divides here and, if you're in the middle, you might hit the center divider and crash spectacularly. Once you get past that, there's a turn to the left. The road is wide here, so start out on the outside of the turn and turn toward the inside to make a straighter line through the bend.

⑥ There's one last sharp left turn at an intersection, then a final sprint to the finish line. Powerslide around that turn and give it all you've got to be the first across the finish.

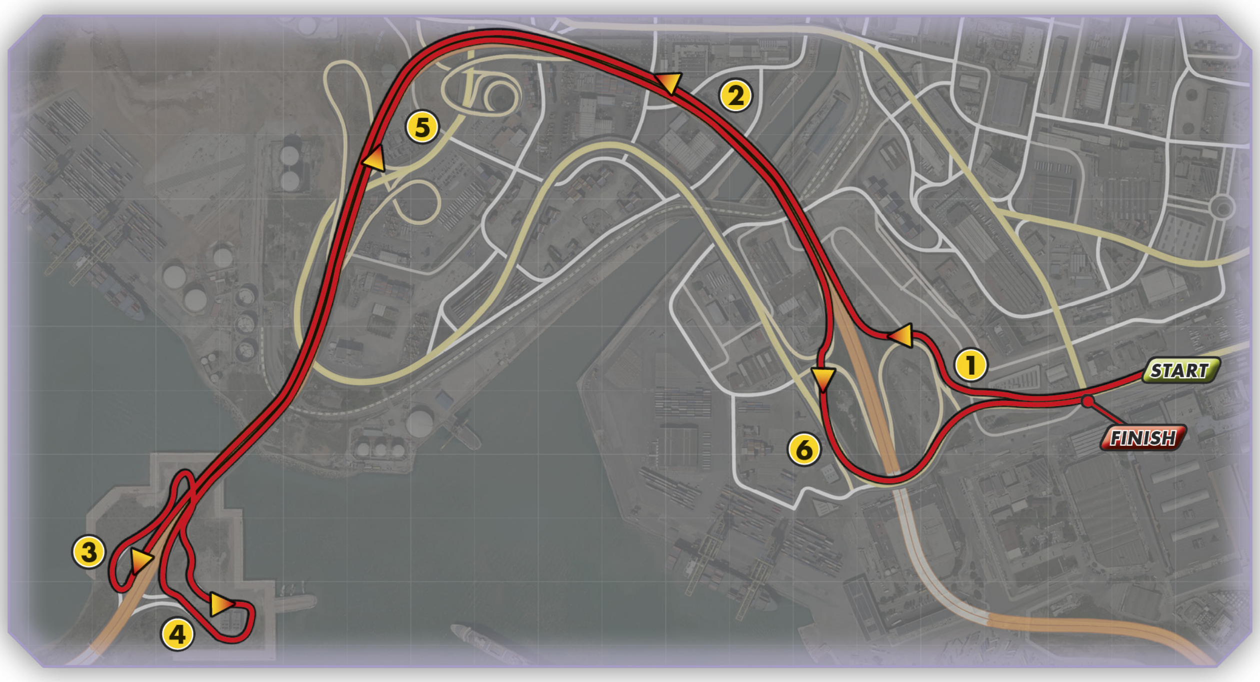
NEED FOR SPEED

Build

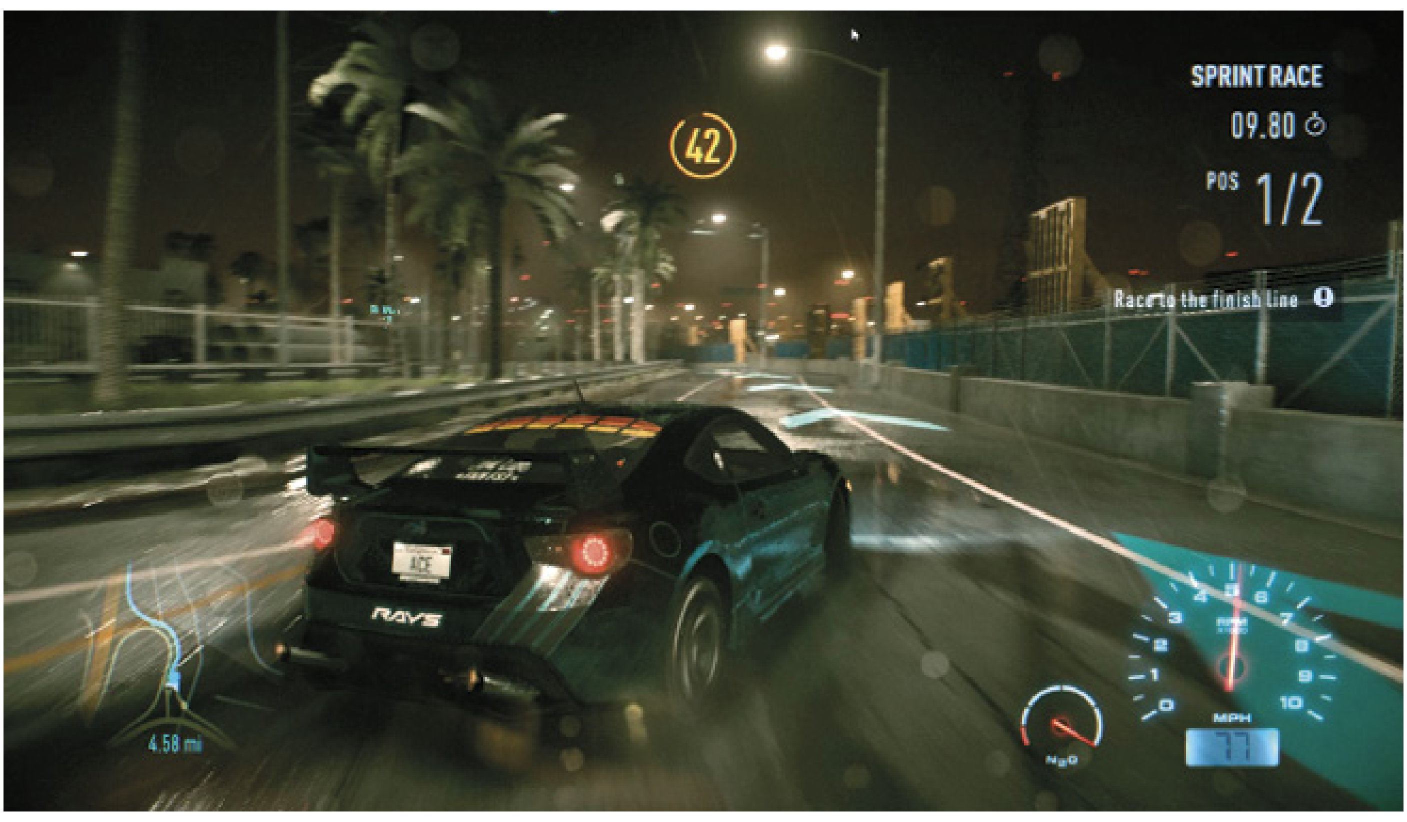
# Javelin

This sprint race takes you on the freeway, a short section off, and then on the freeway again, back to the start. Amy is driving Nakai-San's Porsche. Show her and Nakai-San that you can build the fastest car and also have the skills to race it.

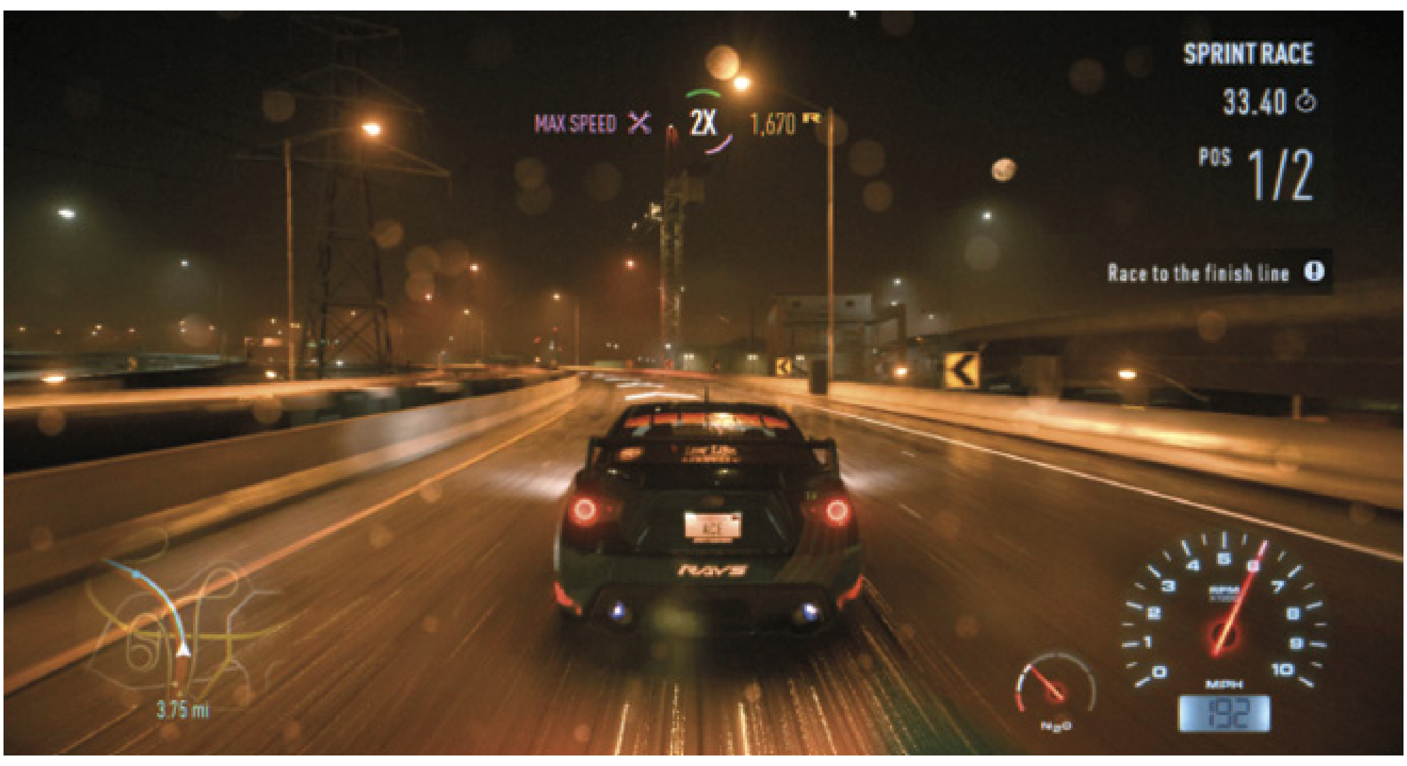
**OBJECTIVE:** **Be the first across the finish line to win.**


START
FINISH
①
②
③
④
⑤
⑥

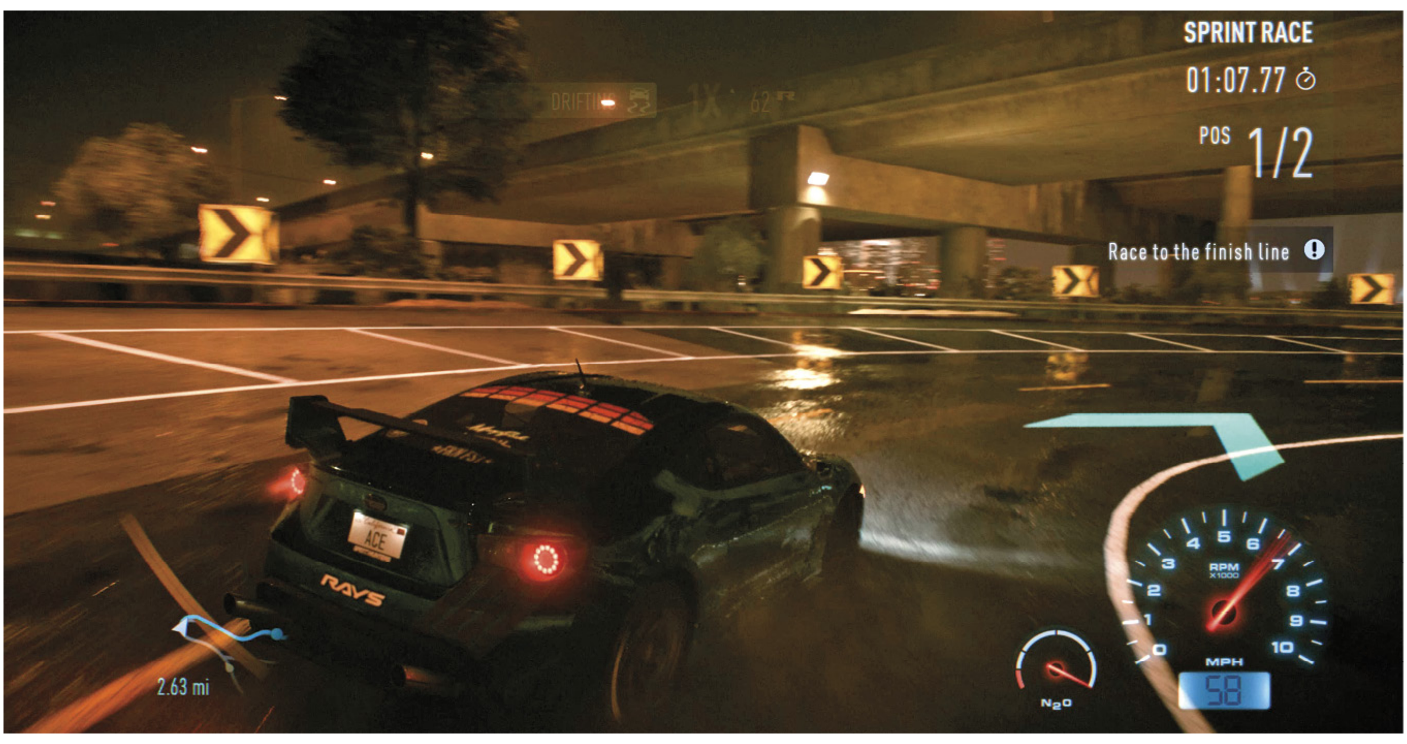
① The race begins on the city streets of Burnwood as you rush to get onto the freeway. The on-ramp has some tight turns, so be sure to brake as you approach to avoid crashing into the walls. With so many racers trying to get on the freeway, it can be crowded.


42
SPRINT RACE
09.80
POS 1/2
Race to the finish line
4.58 mi
77

② Once on the freeway, put the pedal to the metal. There's a long turn in the middle, so maintain control and avoid hitting the concrete barriers along the sides of the road since this will slow you down. As you exit the turn, gun it to the island.


MAX SPEED
2X
1,670
SPRINT RACE
33.40
POS 1/2
Race to the finish line
3.75 mi
192

③ Slow down as you exit the freeway. The end of the off-ramp takes a very sharp turn and you'll crash if you don't slow way down. Follow the curvy road around with some sharp turns.


SPRINT RACE
01:07.77
POS 1/2
Race to the finish line
2.63 mi
58

④ Go around the monument as quickly as you can, then get ready for a sharp turn to the right for the on-ramp back to the freeway.

⑤ This is another speed run on the freeway, just going in the opposite direction. Hit top speed and hold it, though you may need to let off the gas and coast through the turn in order to maintain control. Then speed up as you exit the turn.

⑥ Take the off-ramp at speed. Instead of following the road around in a curve, cross over to another road to maintain a straight line, then slow down as the road bends to the left to cross over the freeway. Halfway through the turn, punch it to sprint the last bit to the finish line.

## TIP

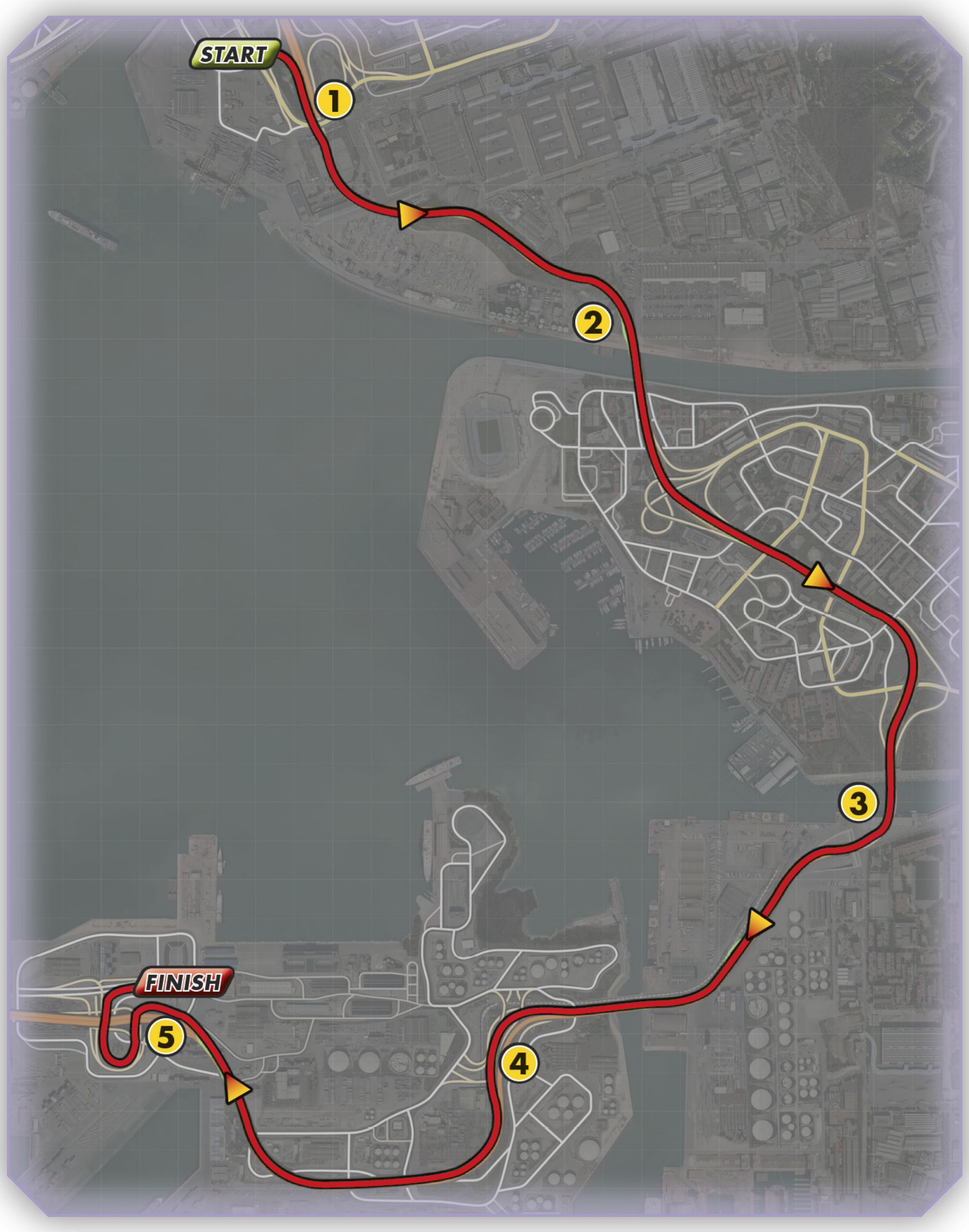
**Amy gives you a call to meet her back at the garage. Travis wants you both there. He has a few words about the art of building your car and offers encouragement that you can attract Nakai-San's attention to your efforts.**

Build

## Component Parts

Up for another sprint race? This time, Amy has a longer one. It's a freeway run all the way from Burnwood, through Royal Park, and on to South Port. Race against six other cars for over five miles at high speeds.

**OBJECTIVE:** Race to the finish line and be the first across to win.



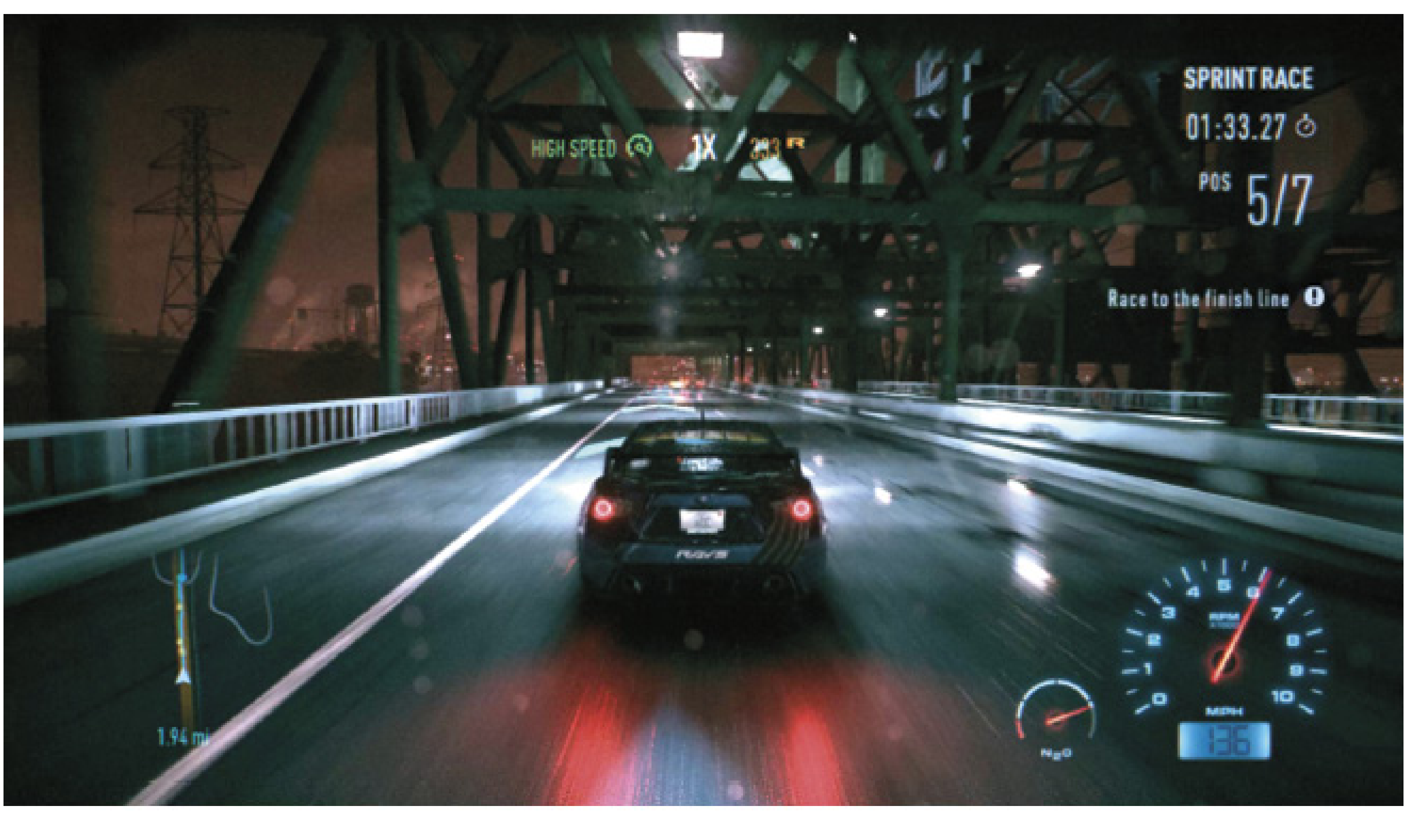
① It can be crowded as you enter the freeway with so many cars. The course immediately takes you over to the left lanes, so get over there and avoid hitting the center divide. Watch for oncoming traffic. Once out of the tunnel, the freeway is no longer divided, so feel free to use any lanes to help take the turns faster.

SPRINT RACE
04.70
POS 6/7
Race to the finish line
Amy
1X

② As you enter Royal Park, the freeway divides again. Stay to the right. Keep pushing all the way through this part of the city, only slowing a bit for the turn at the end.

SPRINT RACE
01:04.40
POS 4/7
Race to the finish line
MAX SPEED
1X

③ The tunnel as you leave Royal Park has a turn that can take you by surprise. Stay in the middle because of obstacles along the walls of the tunnel that can cause a crash. Once out of the tunnel, pour it on. The other racers are fast and won't cut you any slack.



④ The turn to the left when you enter South Port is a bit tight when running at full speed. Let off the gas or tap the brakes to get the weight on your front wheels so you can take the turn. Speed through the next two turns as you head to the off-ramp.

⑤ The off-ramp has some tight turns, so slow down as you approach. It's important to take the first turn under control so you can better approach the following bend to the right. Then take another right and sprint the short distance to the finish line. The top three or four racers are usually fairly close at the end. The winner is the one who can take the off-ramp and final turns the best.

### TIP

**Before Amy offers you another event, you must complete a challenge. For this, sufficiently upgrade your car. When customizing your performance, you can see how different parts affect your car's stats, including top speed. You may want to consider purchasing another car with a faster stock top speed and then spending your cash upgrading it. Once you're ready, get out onto a freeway and open 'er up. A good stretch is between Burnwood and Franklin Terrace. It's a straight run that lets you seeyour car's true abilities.**

MAX SPEED
1X
1,222

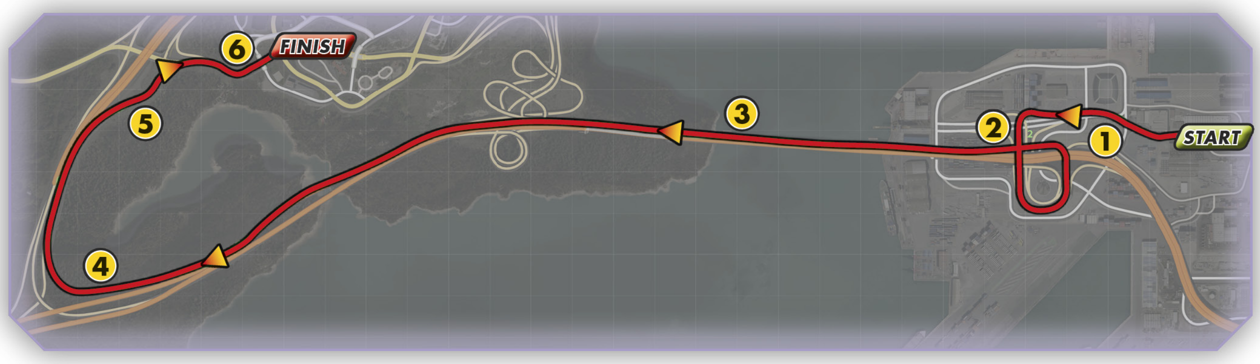
NEED FOR SPEED

### Build

## Fueled for the Fire

This time trial is like a sprint from South Port to Franklin Terrace. It's a fast race with little room for error. You need a car that can go 200mph for this event. You must complete it in order for Amy to give you another invitation.

**OBJECTIVE:** Reach the finish within 1:36.



⑥
FINISH
⑤
④
③
②
①
START

① This race requires you to travel 3.75 miles within 1:36. That means you must maintain an average speed of 145 miles per hour! The first part is the toughest. You have to race through part of South Port and navigate three turns to get onto the freeway.

TIME TRIAL
07.03
01:35.00
Reach the finish within 01:35.00
0 - 60
1X
563
CHECKPOINT
3.58 mi
136

② Since you're probably approaching the first turn at around 100mph, slow down. It's better to take it easy around these than lose precious time with a crash. As soon as you take that last turn, it's a straight shot onto the freeway. Punch it!

TIME TRIAL
48.50
01:35.00
Reach the finish within 01:35.00
HIGH SPEED
2X
3,926
2.26 mi
206

③ Time for the speed run. You need to get up to at least 200mph on the freeway and maintain it. That means you're going over three times the speed of the traffic in your lanes. Just touching another car would be catastrophic. The turns are long and very wide, so there's no need to slow down until you are in Franklin Terrace.

④ Here you have to take a ramp onto another freeway. It has a relatively sharp turn to the right in the middle. Slow down to about 100mph to take it under control, then speed up for a short sprint to the off-ramp.

TIME TRIAL
01:26.67
01:35.00
Reach the finish within 01:35.00
9,848
0.34 mi
149

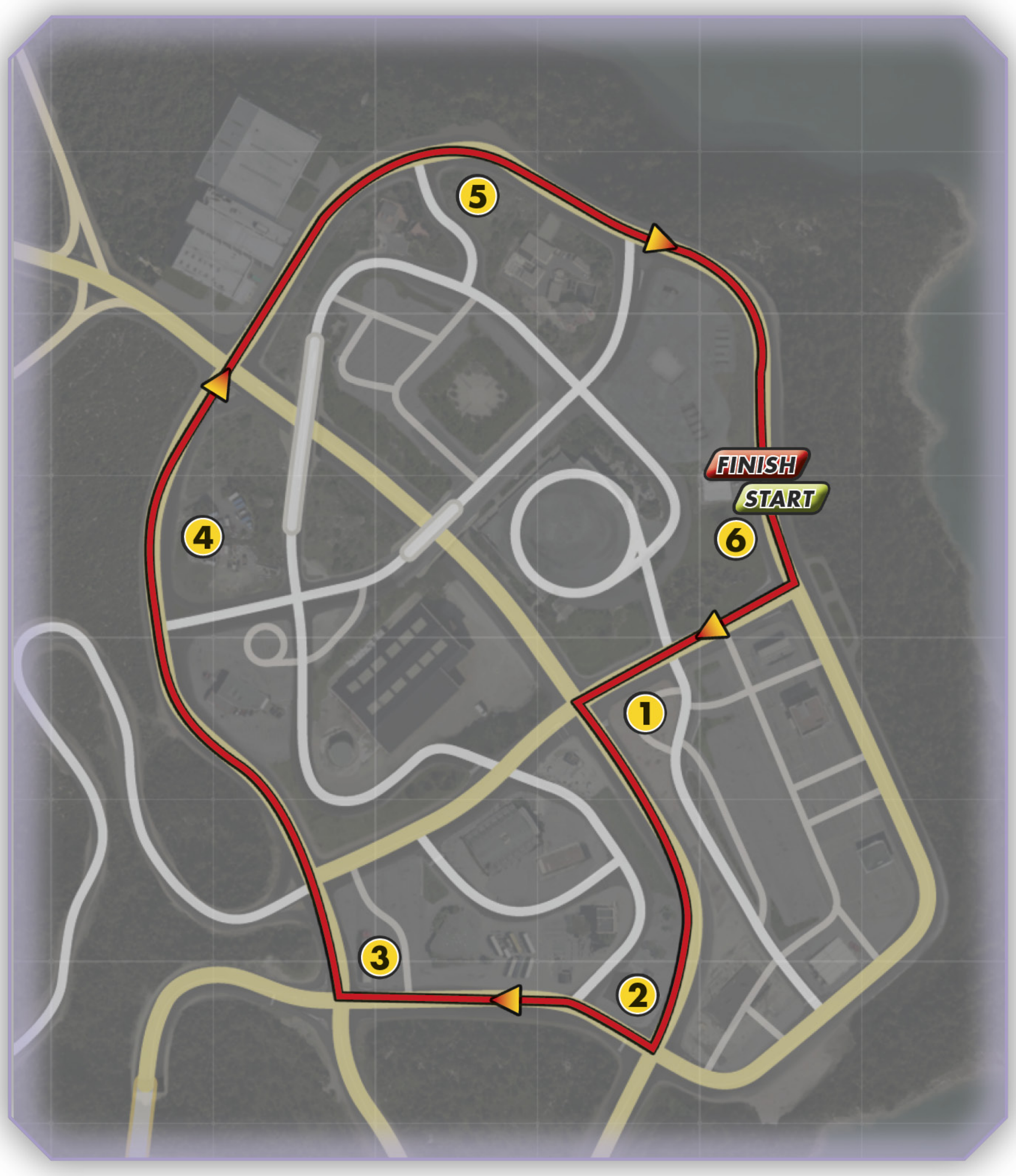
⑤ The off-ramp to Franklin Terrace is not too tight. Drop down to below a hundred so you can take the right turn at the end of the off-ramp.

⑥ Then accelerate and coast through a final turn to the left, before flooring it to the finish line. This is a tough time trial, so you may have to try it a few times before getting in under the time.

# Peak Performance

This is a time attack around a short course in the middle of Franklin Terrace. There are several tight turns and five other racers in very fast cars. Top speed is not important here. Instead, you need fast acceleration and good handling around corners. You have three minutes to set the time for the fastest lap.

**OBJECTIVE:** **Set the best lap time on a short circuit against the clock. Drive as many laps as you can in the time limit. Fastest lap time wins.**



5
FINISH
START
4
6
1
3
2

① The first turn is a sharp one to the left. With a fast car, you can do this at 100mph just from the start. Get around it, then accelerate around a gentle turn to the right.

0 - 60
1X
691 FT
TIME ATTACK
02:57.79
Set the fastest lap time
FlAsh_B
6.85 mi

② At the intersection, take a sharp right. Powerslide around it to stay close to the inside, then accelerate.

③ The next turn comes up quickly and is another right at an intersection. Powerslide around this one, as well.

1,365 FT
TIME ATTACK
02:42.36
Set the fastest lap time
6.39 mi

④ This is the speed section. You have gentle turns and can get up to around 150mph here—which is the target speed if you hope to be competitive.

CHECKPOINT
TIME ATTACK
02:22.13
Set the fastest lap time
5.72 mi

⑤ While this turn does not look bad on the map, you are travelling at 150mph or faster. Let up on the gas as you enter, then accelerate out of it. There's a second turn to the right, so do the same thing to get around it.

⑥ The final turn is to the right at the intersection. Powerslide around this and continue the course again. After the first lap, you can expect police to get involved. They won't catch you, but can get in the way. Remember, you need to have just one lap that's the fastest. Learn from your first few laps, then really go after it.

## TIP

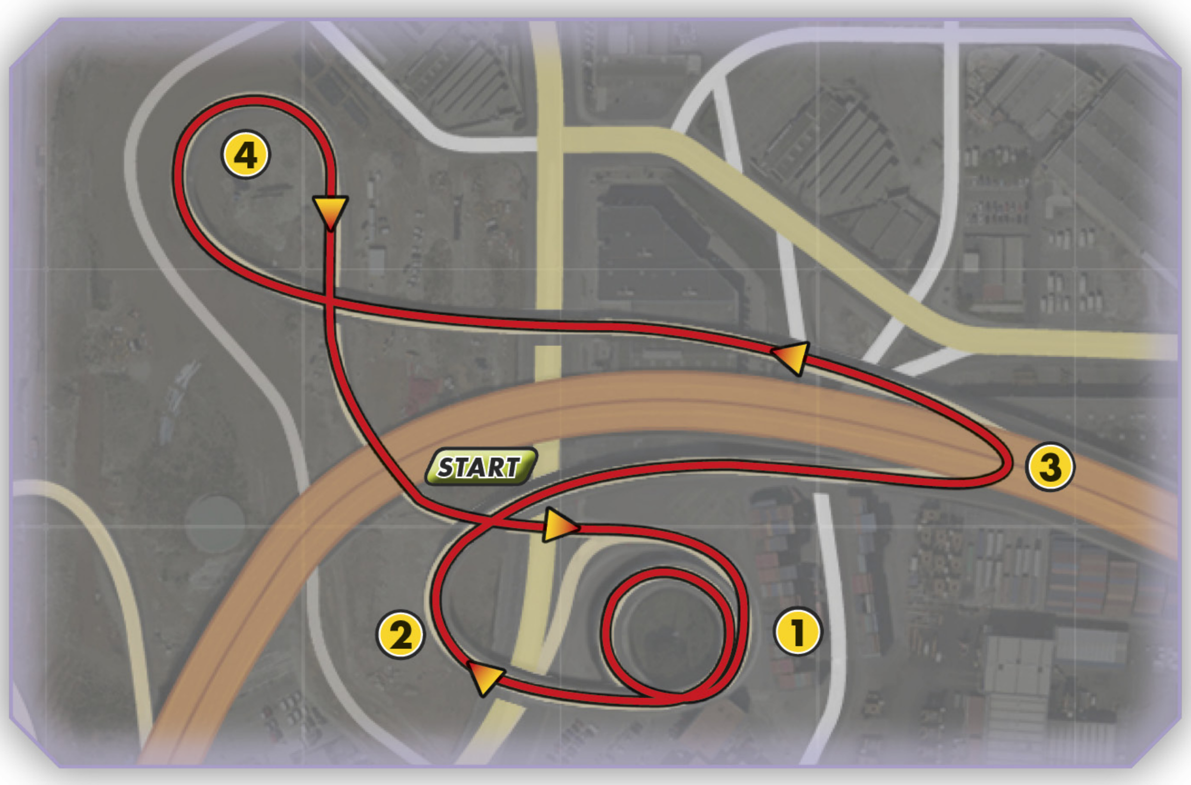
**Return to the garage. Amy has been watching video of Nakai-San and offers some words of wisdom to you. You're getting very close and people are taking notice of your builds. While you're in the garage, upgrade your car with a fully adjustable suspension for the next event. If you have more than one car, put it on the car that you use for drifting since that's the type of event coming up.**

Build

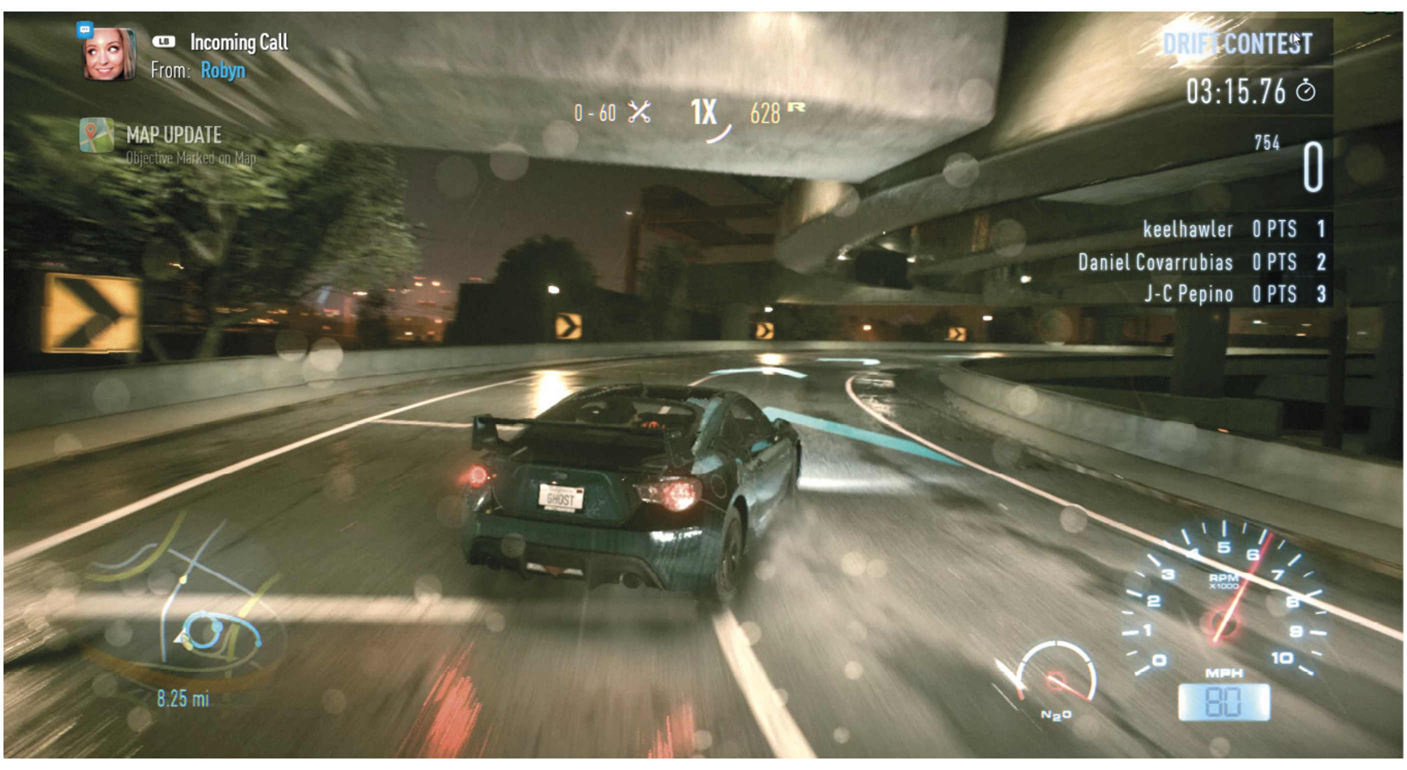
# Remastered

Amy has a drift contest for you. Since you have shown your prowess at building cars for speed and power, now show that you can build for style. This course is short, but has lots of turns so you can get your Drift Score way up there. It takes place in Burnwood and basically consists of an on-ramp and an off-ramp.

**OBJECTIVE:** Earn the most drift score to win.

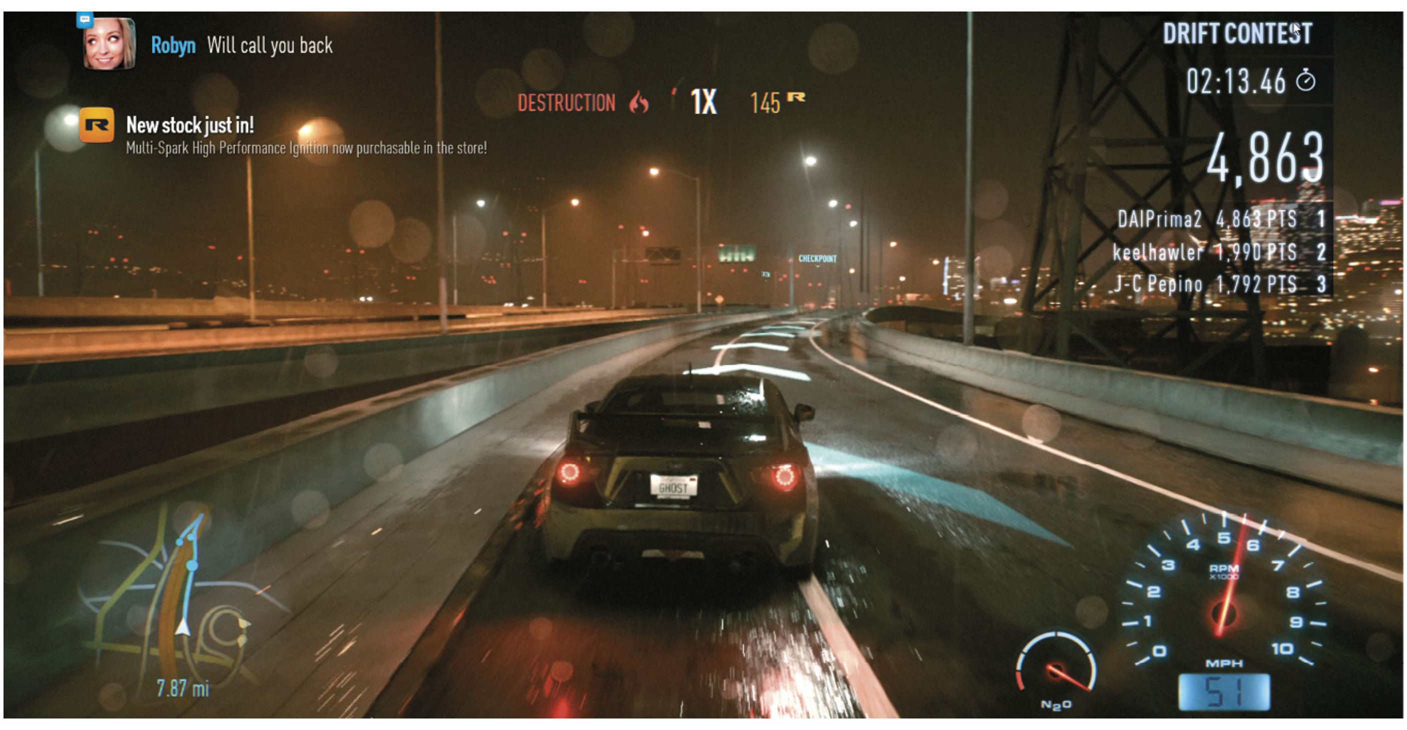


① The first section is the on-ramp onto the freeway. Hit the gas to get up speed and drift as much as you can through 540 degrees of this turn.



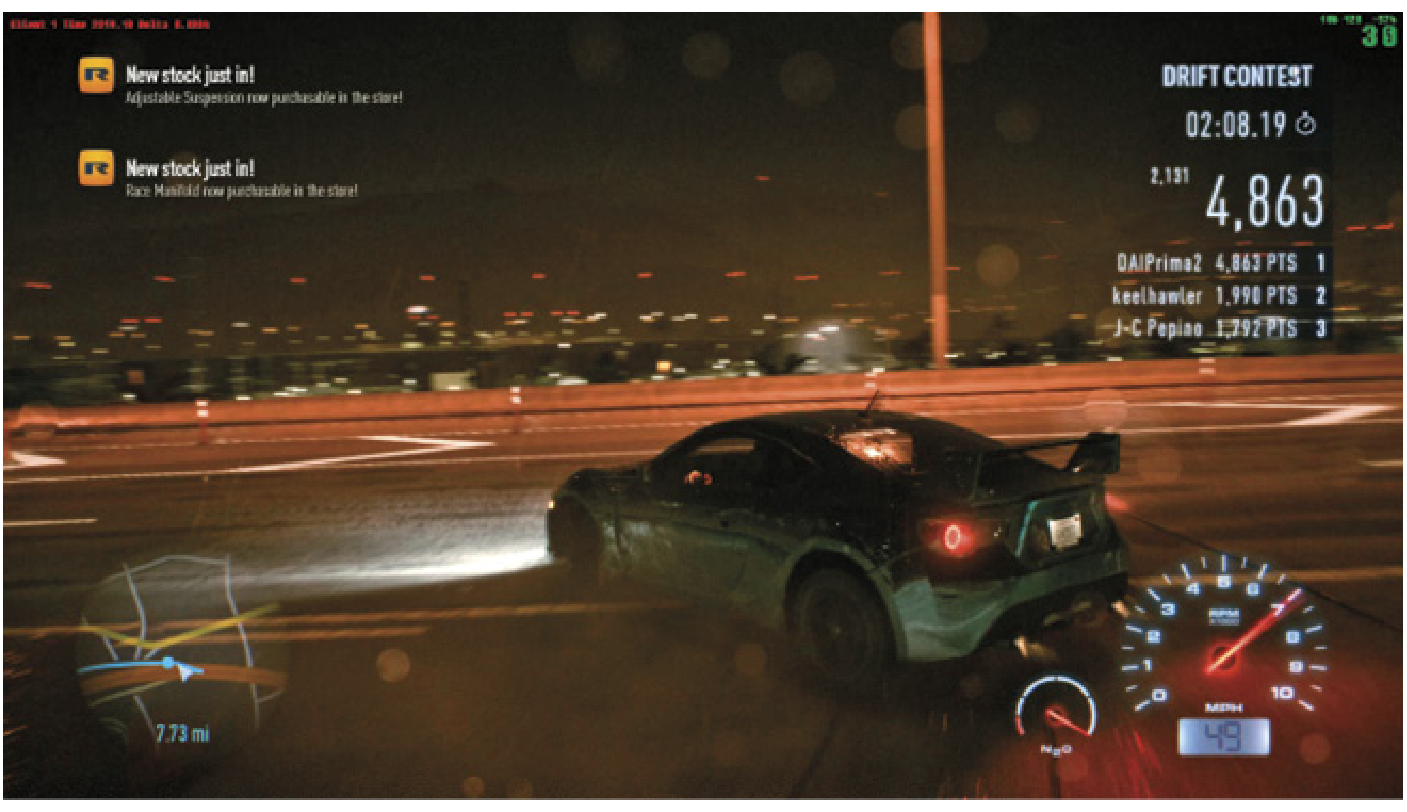
Incoming Call
From Robyn
MAP UPDATE
0 - 60
1X
628
DRIFT CONTEST
03:15.76
754
0
keelhawler 0 PTS 1
Daniel Covarrubias 0 PTS 2
J-C Pepino 0 PTS 3
8.25 mi
80

② As you exit the initial turn, accelerate into the next one so you can drift around it as fast as possible.



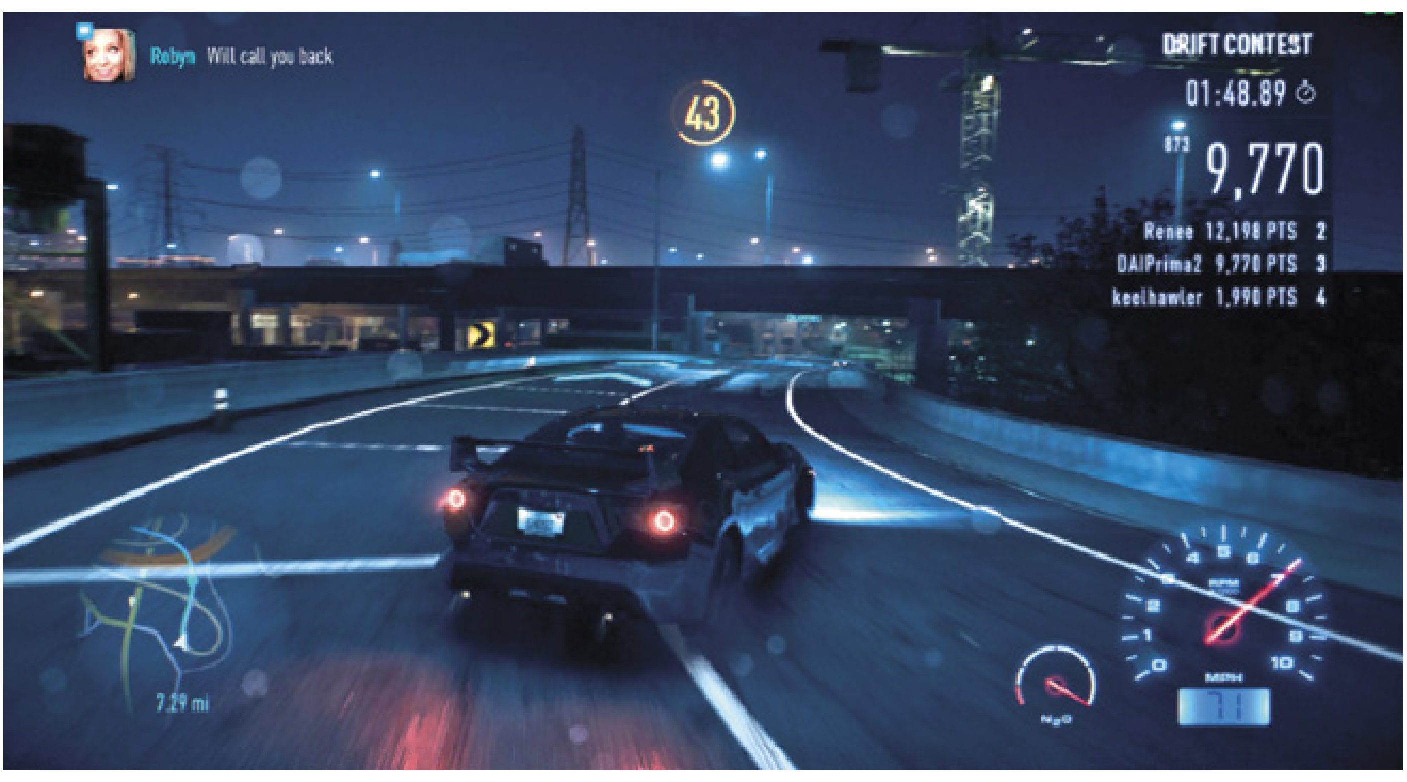
Robyn Will call you back
New stock just in!
Multi-Spark High Performance Ignition now purchasable in the store!
DESTRUCTION
1X
145
DRIFT CONTEST
02:13.46
4,863
DAIPrima2 4,863 PTS 1
keelhawler 1,990 PTS 2
J-C Pepino 1,792 PTS 3
7.87 mi
51

③ Once you get on the freeway, speed up, drift to the left around the center divide, then race down the off-ramp.



New stock just in!
Adjustable Suspension now purchasable in the store!
New stock just in!
Race Manifold now purchasable in the store!
DRIFT CONTEST
02:08.19
2,131
4,863
DAIPrima2 4,863 PTS 1
keelhawler 1,990 PTS 2
J-C Pepino 1,792 PTS 3
7.73 mi
45

④ Drift around this 270-degree turn to score some points, then push it across the intersection and back to the on-ramp to start all over again. You have several minutes for this event. Don't try to drift through every bit. Instead, it's sometimes better to build up speed and focus on the tighter turns where you can score more points than pick up small points here and there.

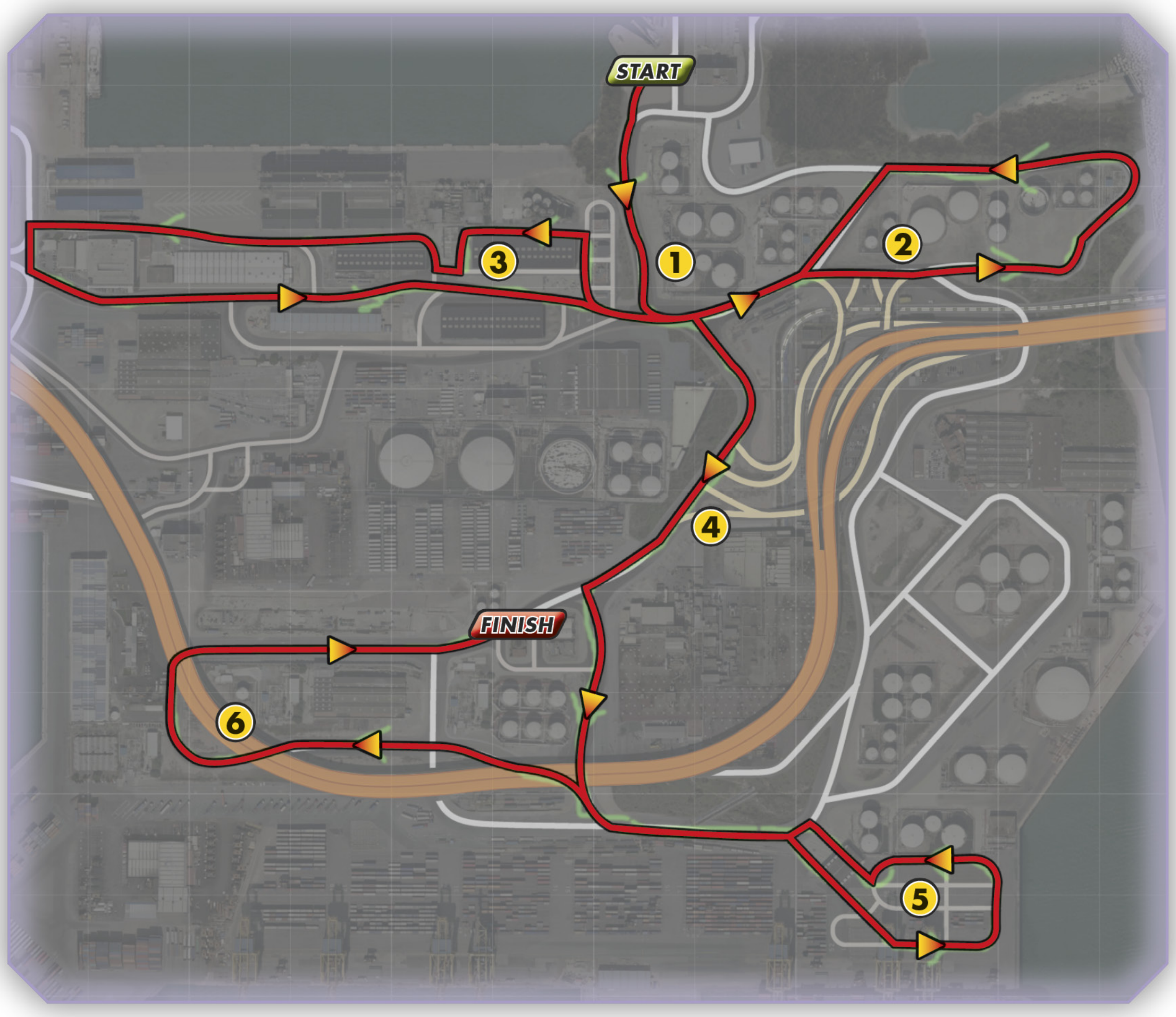


Robyn Will call you back
43
DRIFT CONTEST
01:48.89
9,770
Renee 12,198 PTS 2
DAIPrima2 9,770 PTS 3
keelhawler 1,990 PTS 4
7.29 mi
71

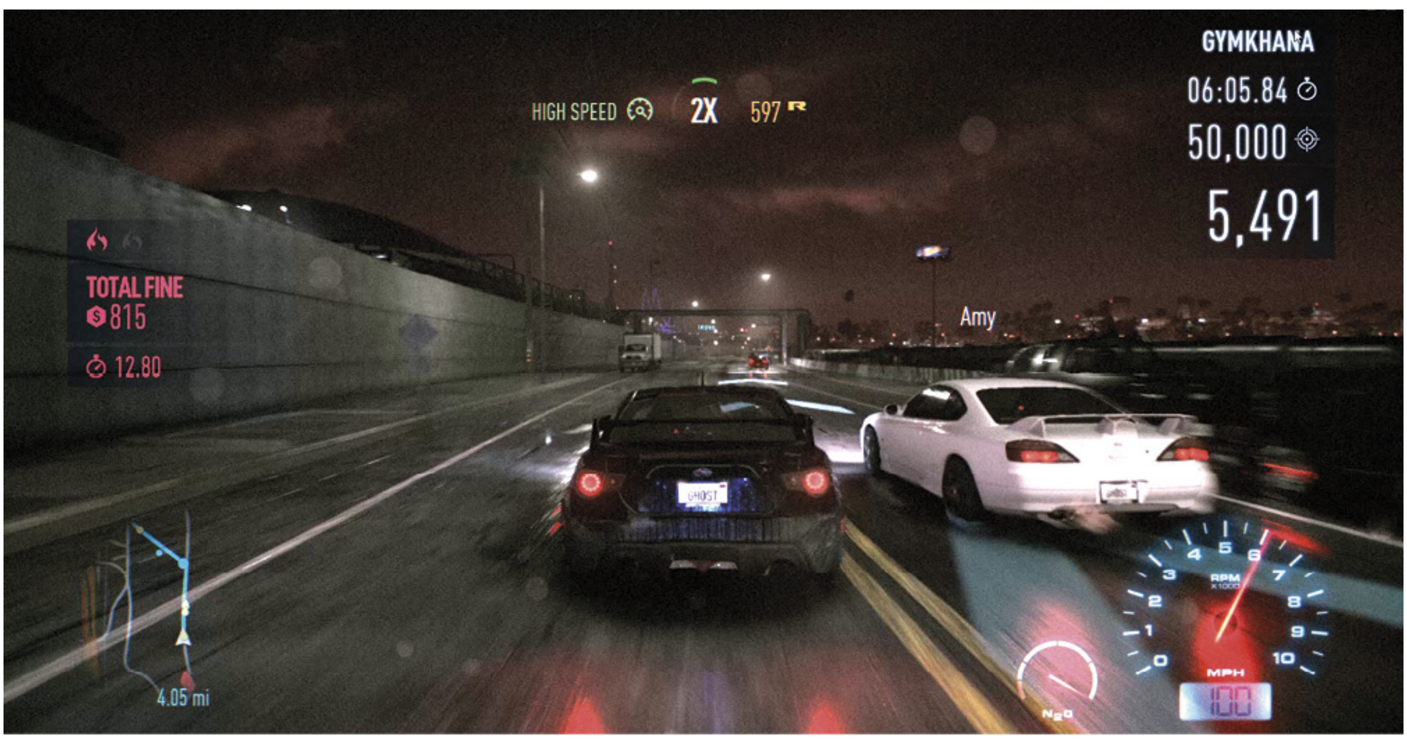
# Laying It Down

Amy has another gymkhana for you to race. This one is all in South Port and features some crazy turns and jumps. Even though it is a race, you need something that can drift so you can score the required number of points to win—lots of them. Make every drift count.

**OBJECTIVE:** Score more than 45,000 drift score and finish the course within 3:00.



① Right at the start, drive through the gas station and speed down the straightaway so you can hit the first turn at high speed and drift around it to start off with some good points. Accelerate to the next section. Watch out for cops. There's a police station nearby and the cops come out in force.



② Here you have three turns in a row to the left, followed by a turn to the right. Don't drift around the first one because it's a bit of turn to the right. Instead, slow down and take these under control so you have plenty of speed for the sharper turn to the left. Then build up speed to drift around the next left and then the right.

GYMKHANA
04:18.64
50,000
20,812
COP CHASE
1X
200
CHECKPOINT
RESISTING ARREST
01.49
1.60 mi

③ Accelerate to the next area, but that first turn to the right is tight. Slow down a bit and drift around it. Continue around the warehouses. There are several turns here where you can get some drift points. When you get to the straight section, pick up some speed so you can score big points around a couple turns to the right.

④ This section has some chances to pick up speed before you hit two turns to the left. Both of these are excellent for drifting, so make sure you approach them ready to drift. Once you get past them, continue to the docks.

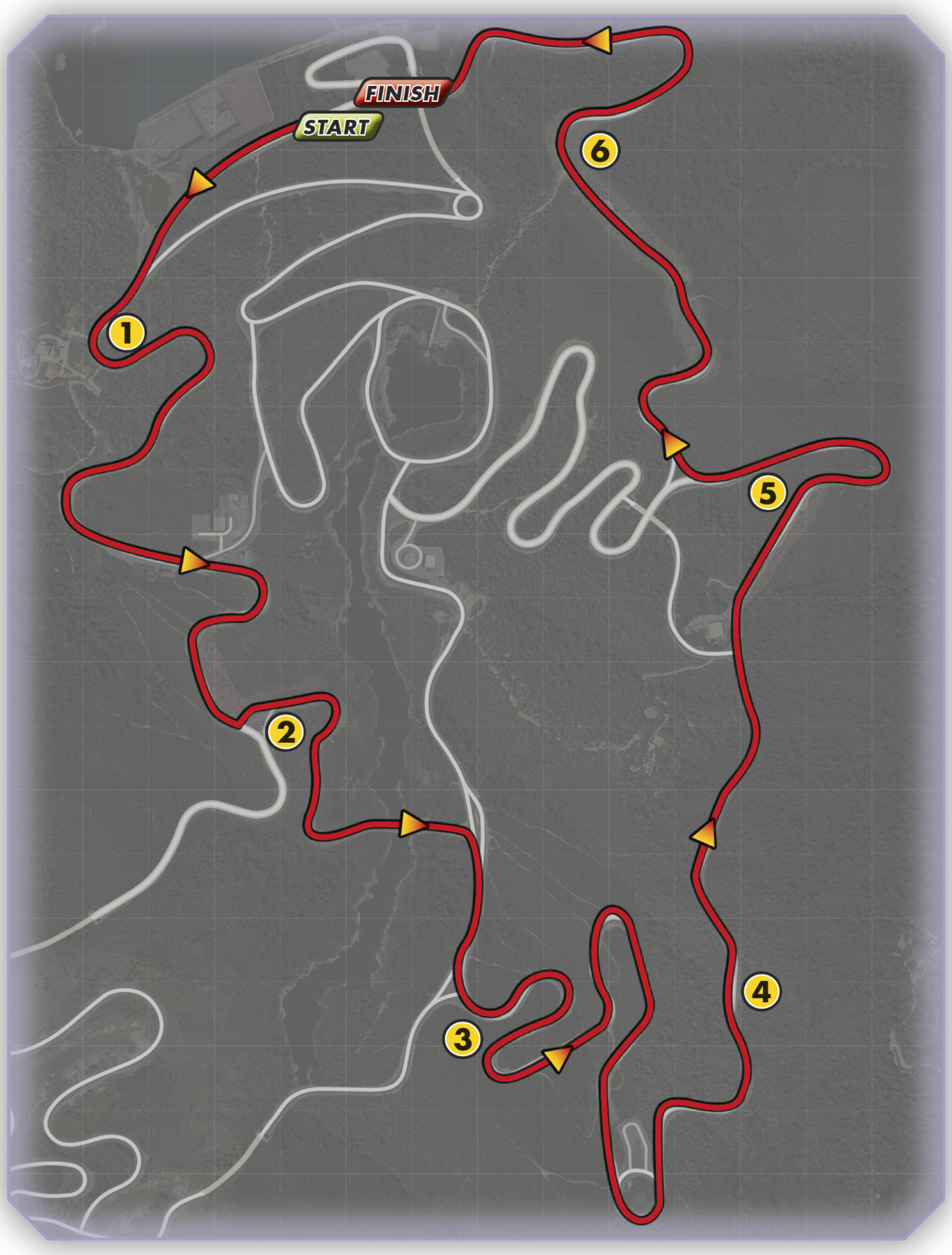
⑤ The docks provide several good turns for drifting. Pick up speed between each one and be careful not to collide with anything or you won't get the points. After leaving the docks, you can do some drifting as you drive under the freeway toward the last section.

⑥ Accelerate as you head into the last two turns to the right. Take them a bit wide so you don't hit anything and use these last chances to score enough points to win. The key to this is not to rush it. Focus more on clean drifts without collisions to score the points you need.

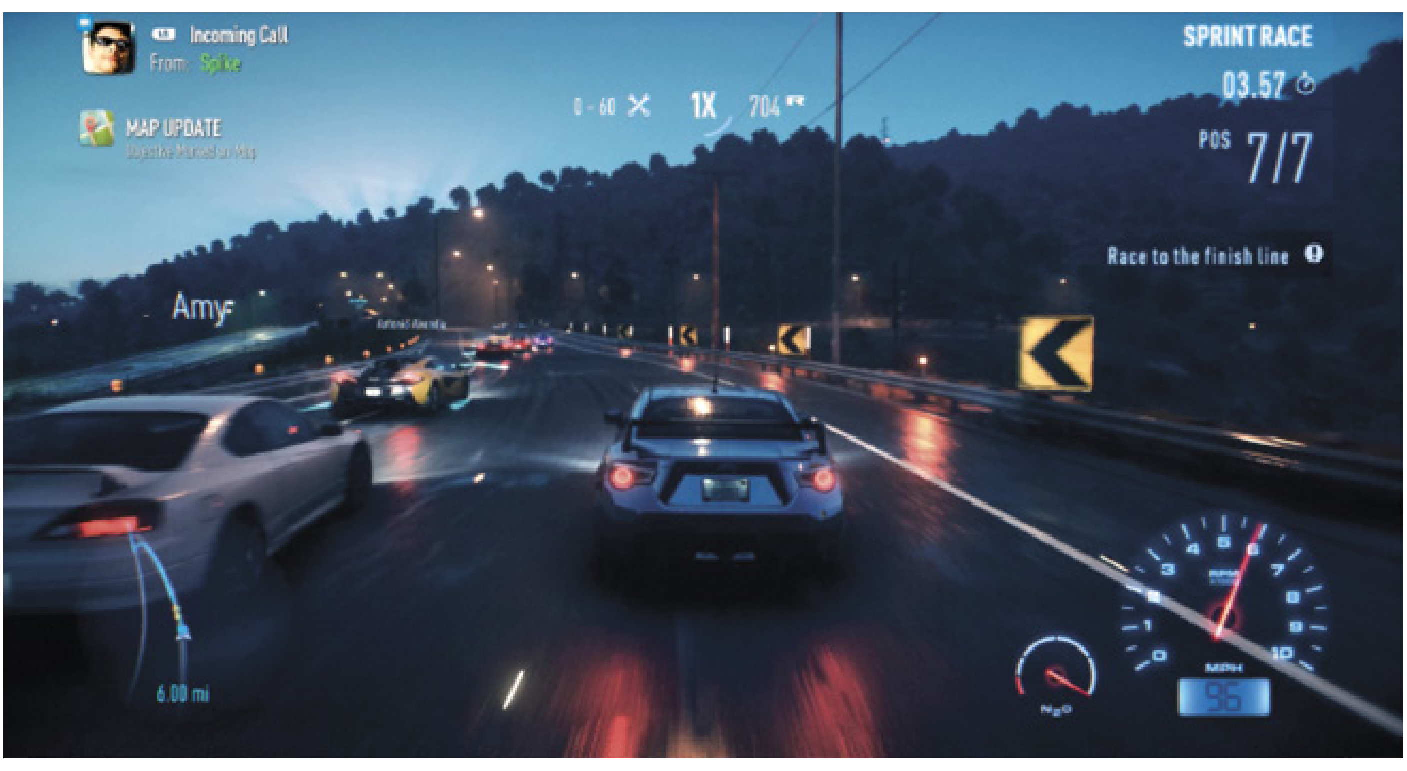
## Markos Collection

In addition to the gymkhana, you also need to win this sprint race that takes you back to the Crescent Mountains. You must beat six other drivers in extremely fast cars. You don't necessarily need a speedster for this race. Instead, you want something with power and the ability to take turns.

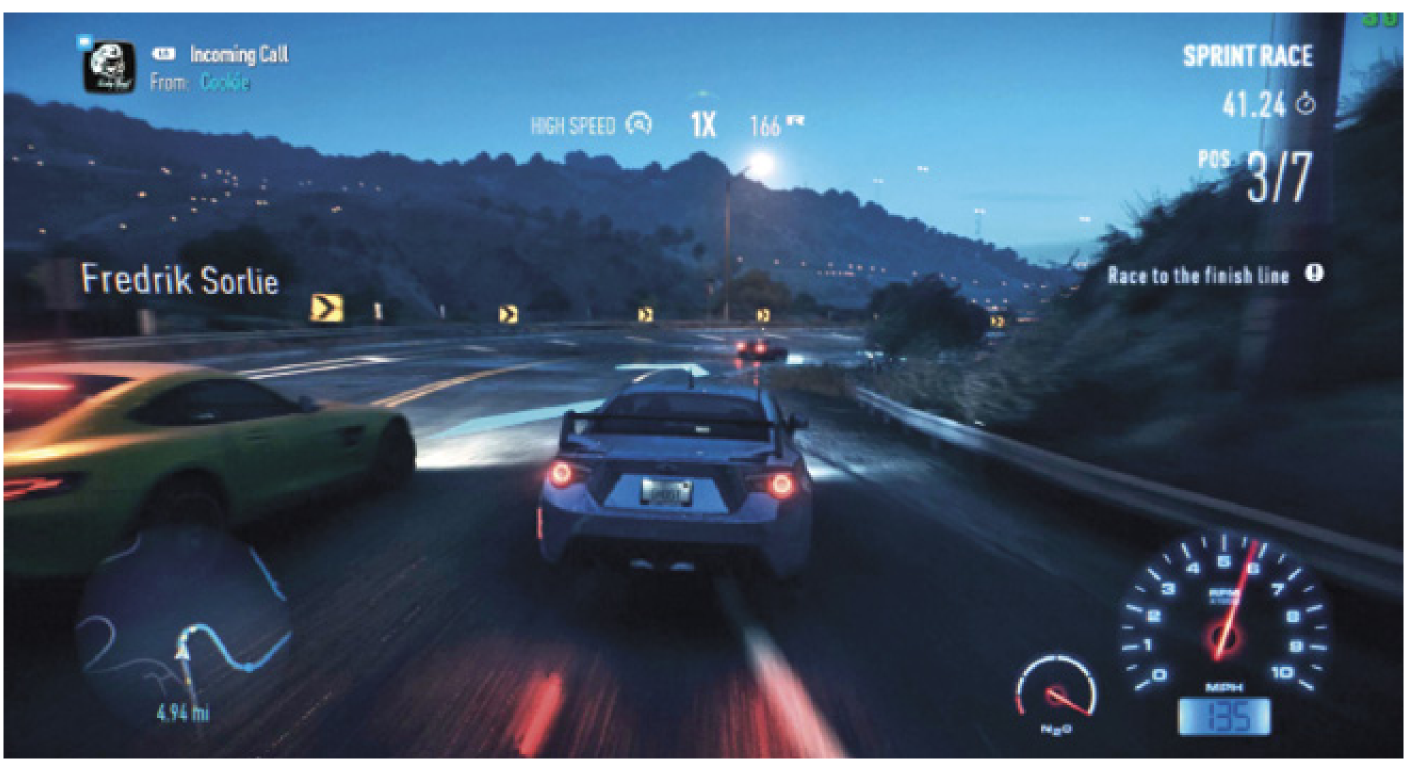
**OBJECTIVE:** **Race to the finish line and be the first across to win.**


FINISH
START
1
2
3
4
5
6

① From the start, sprint as fast as you can down the mountain toward the first turns. Since you have a lot of speed, powerslide around the first to bleed off some speed, then take the next one the same way. Try to break away from the pack to avoid collisions on the turns.

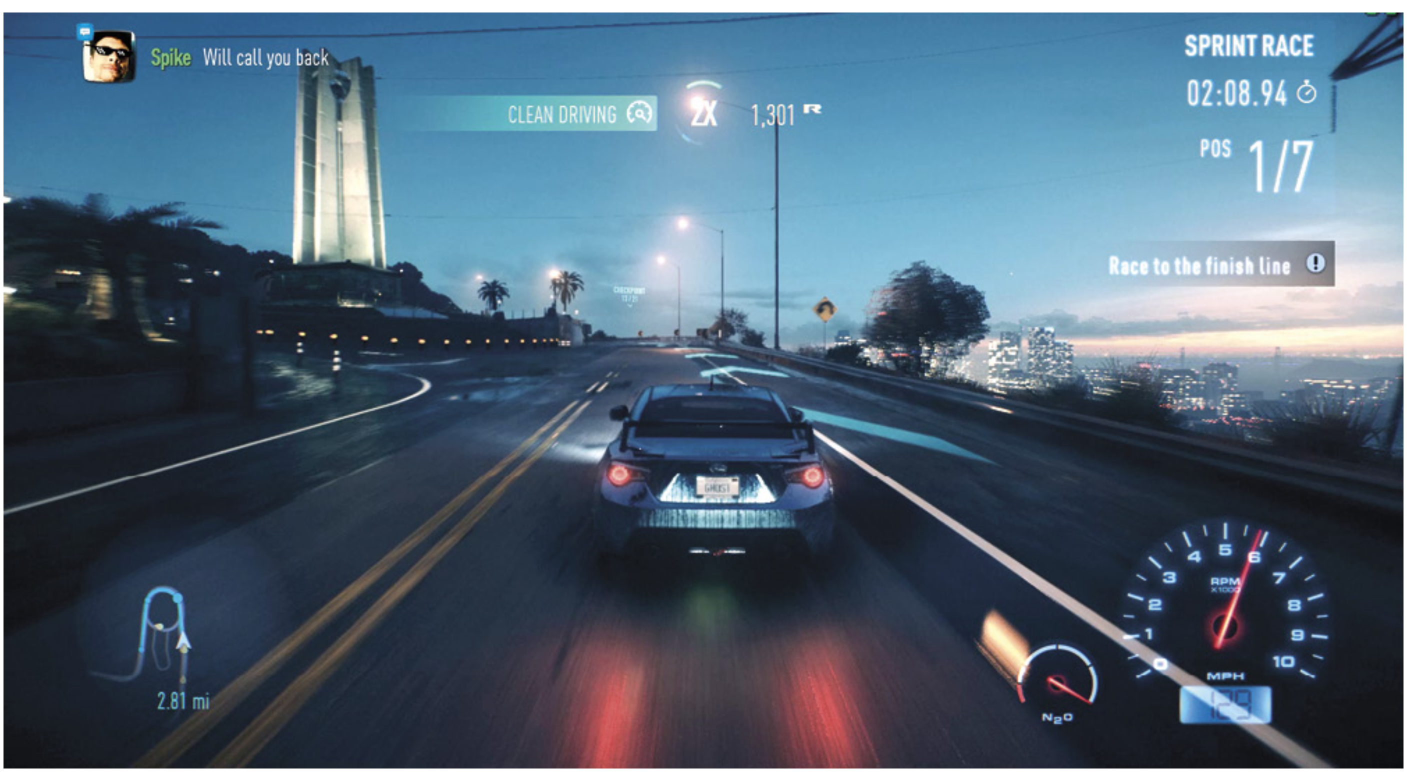

Incoming Call
From: Spike
MAP UPDATE
0 - 60
1X
704
SPRINT RACE
03.57
POS 7/7
Race to the finish line
Amy
6.00 mi
N2O
MPH
96

② When you reach this intersection, take a hard left turn and be ready for a quick turn to the right. The next few turns have stretches between them where you can build up speed.


Incoming Call
From: Cookie
HIGH SPEED
1X
166
SPRINT RACE
41.24
POS 3/7
Race to the finish line
Fredrik Sorlie
4.94 mi
N2O
MPH
135

③ Here you come across another series of turns, one right after another. Continue around the monuments and through two more turns. These last two can be tough since they're close and go in the opposite directions. Be sure to take the first under control so you can also get through the second smoothly.

④ Now is the time to put the pedal to the metal and race up the hill. Put those horses under the hood to work and leave the competition behind. This is where building shows.


Spike Will call you back
CLEAN DRIVING
2X
1,301
SPRINT RACE
02:08.94
POS 1/7
Race to the finish line
2.81 mi
N2O
RPM
MPH

⑤ This turn can be tough as it comes at the end of a speed run. Slow down for the sharp turn to the right, then get ready for the hairpin turn to the left. As you exit, accelerate and then slow down as you go through the next three turns, coming out the last one with your pedal floored.

⑥ The next few turns can make or break you. The first two are not bad; however, the left then right combo at the end can result in crashes as drivers push to be the first across the finish line. Remember to tap the brakes as you enter them so you can get around the turns without driving into the guardrail. The finish is right after the last turn.

### TIP

**After those last two events, it's time to get back to the garage. Nakai-San is there waiting to meet Amy and you. He's impressed with your builds and wants to race with you.**

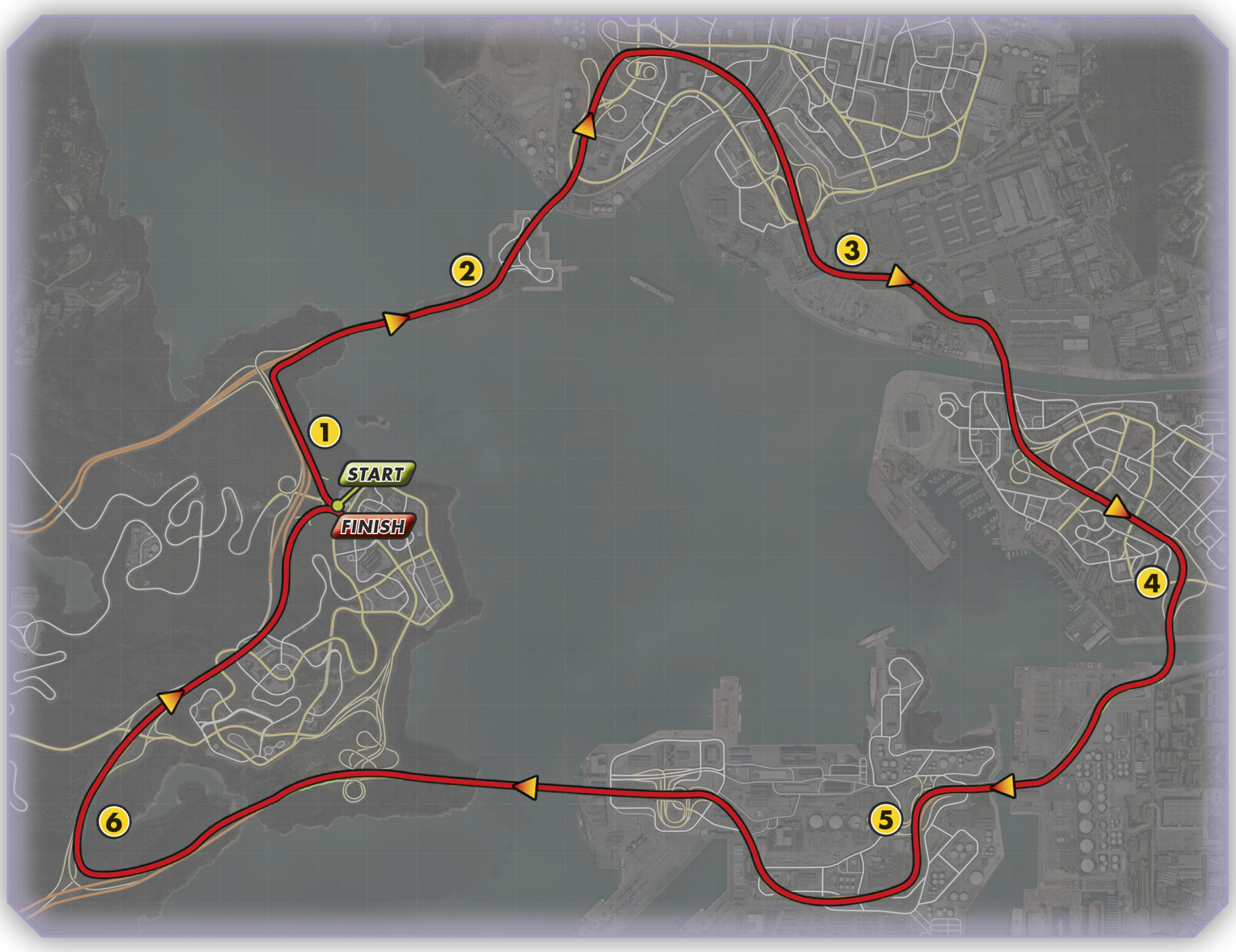
Build

# Least is Most

Nakai-San has a time trial for you that takes you all around the city. You start in Franklin Terrace and take the freeways all the way around the bay and back to where you start. You have only five minutes to do this. Bring your fastest car for this one.

You must maintain an average speed of just over 140mph to pull this off! You've already driven every segment of this race in parts. Now you just have to put it together.

**OBJECTIVE: Run the route as fast as you can. Finish within 4:32 to win.**


1
2
3
4
5
6
START
FINISH

① Get on the freeway and punch it. When you get to the connector ramp, slow down for the turn and then go with everything you have.

Incoming Call
From: Robyn
TIME TRIAL
10.07
05:00.00
Reach the finish within 05:00.00
11.55 mi
130

② The entire race is a speed run, but this section to Burnwood is one of the fastest. Watch for traffic and slow down as you take the turn in Burnwood to avoid losing control.

Incoming Call
From: Manu
TIME TRIAL
01:25.66
05:00.00
Reach the finish within 05:00.00
9.14 mi
166

③ As you leave Burnwood, the turn in the tunnel can get you at high speeds, so let off the gas and accelerate as you exit the tunnel. Continue on to Royal Park and burn through it without slowing down.

Fish Will call you back
TIME TRIAL
03:07.13
05:00.00
CHECKPOINT
31 / 56
Reach the finish within 05:00.00
5.58 mi
121

④ Depending on how fast you're going, consider slowing a bit for the turn at the end of Royal Park and inside the tunnel right after it. Then sprint to South Port.

⑤ South Port has some tight turns—at least when driving at high speed. Slow down for the two as you enter, accelerate across the area, and then slow for the two as you leave South Port. After taking that last turn, give it all you've got for the sprint to Franklin Terrace. You've shown just how fast you can drive on this stretch.

⑥ As you take the connector ramp at Franklin Terrace, slow down again at the turn in the middle. Then push it out of the turn and floor it. The off-ramp can be taken fairly fast. However, slow down for that last turn onto the city street that takes you to the finish line.

## TIP

**After completing a run like that, it's time to celebrate. Head back to the garage for the party with the rest of your entourage.**

Crew

# Meet Robyn

While the other members of the group focus on driving as an individual, Robyn is all about driving with others—as a crew. Several of the events she invites you to are individual type driving. However, she's grooming and training you so you're ready for the more advanced events, such as drift train.

Robyn's icons are the Risky Devils. This group of drivers races together like a team—like a crew. Her dream is to race with them and she wants to share that dream with you. Follow her advice, participate in the events she calls you about, and you just might drive with Risky Devils.

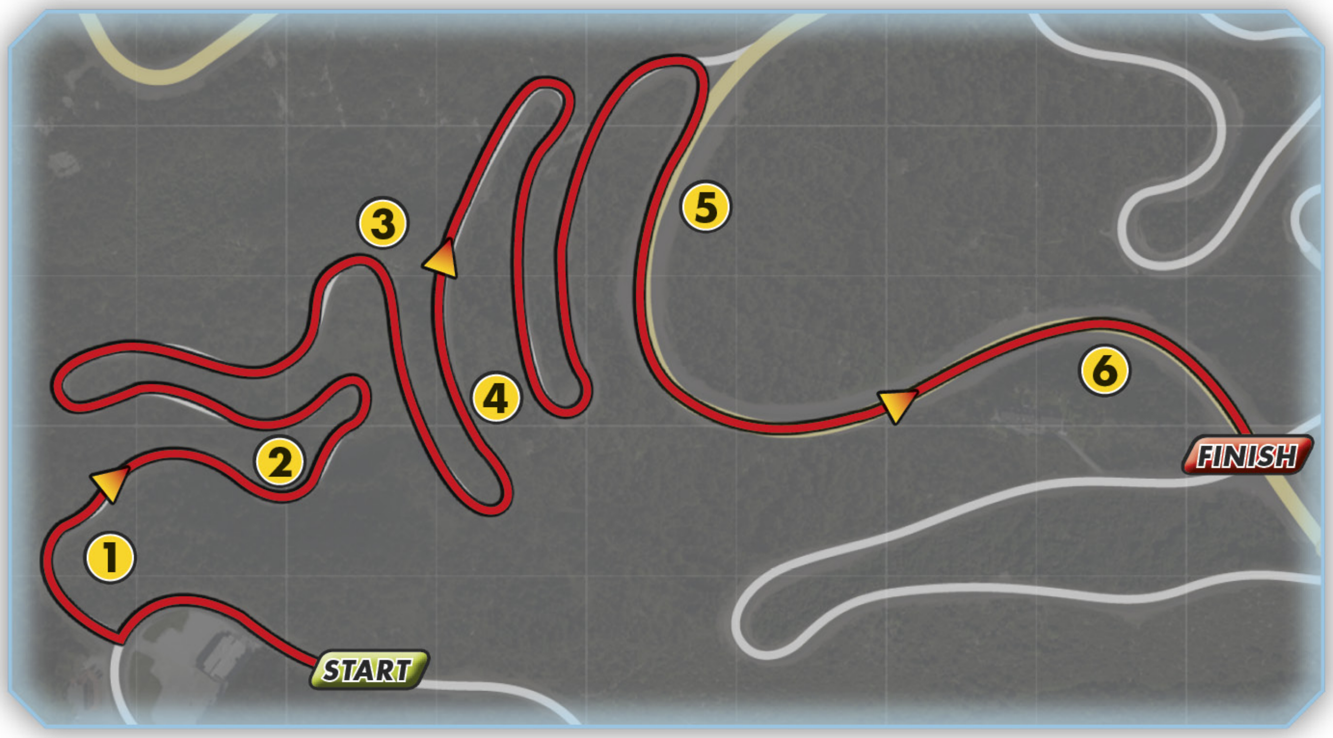
NEED FOR SPEED

## Crew

# Drift Like a Panthaa

The first event Robyn calls you about is a drift trial. Since drifting is a major part of crew driving, you need to start with the basics. Robyn is running the trial with you as you drift around the turns on the hilly roads of El Rey.

**Objective: Earn 15,000 Drift Score to win the event.**



① This course has lots of turns, so you have plenty of opportunities to earn some Drift Score. Don't worry about drifting around the first couple. Just get up speed and stay in control so you can drift around the first turn to the left.

② As you exit the turn, straighten up and accelerate until you enter the next one. It bends 180 degrees to the left. The inside of the turn has grass, so try to stay in the middle of the road. If your front wheels hit the grass, it slows you down and makes it harder to get around the entire turn. Pick up speed again so you can hit the sharp turn to the right fast enough to drift all the way around it.

③ After a short distance for speeding up, you hit a turn to the left, followed by a longer one to the right. Do some drifting around the left turn since you have speed, then try for some more around the right turn.

④ There are three hairpin turns in a row in the next section of the course. The roads are narrow here—only one lane wide. With guardrails on the inside and concrete walls on the outside, you must drift right in the middle to make it around.

Slow down a bit as you enter the turn so you put weight on your front wheels and turn while your rear wheels slide around. If you hit either the wall or the guardrail before completing the drift, you lose any score you were earning for that turn.

⑤ After the last hairpin turn, punch it as you head to the intersections. This is a wide road, so try drifting around to the right at high speed to get some more score. If you need some additional score, drift along sections of the long, wide turn.

⑥ The final turn is to the right and takes you to the finish line. Accelerate toward this turn so you can drift around it for as long as you can, then continue to the finish.

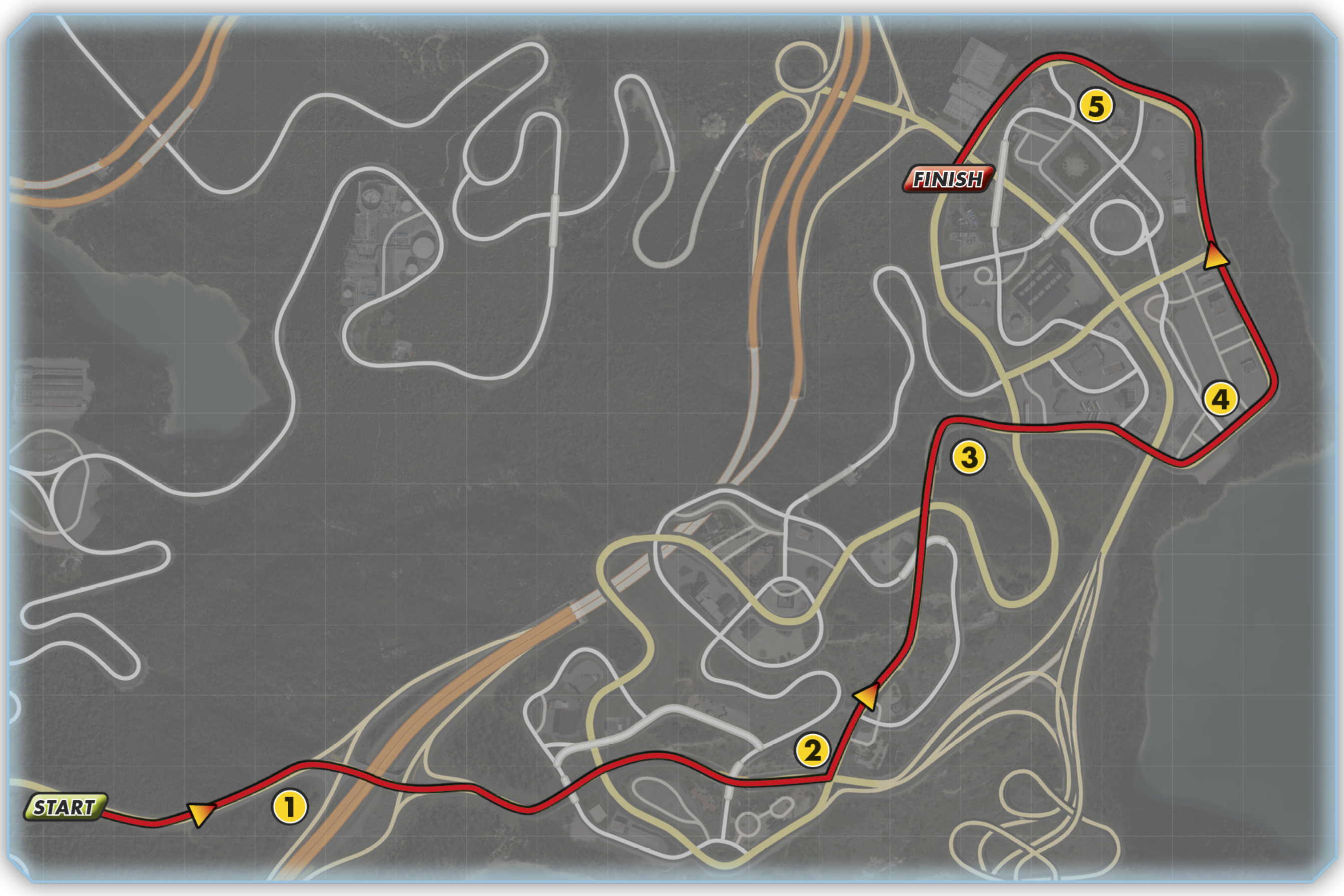
NEED FOR SPEED

Crew

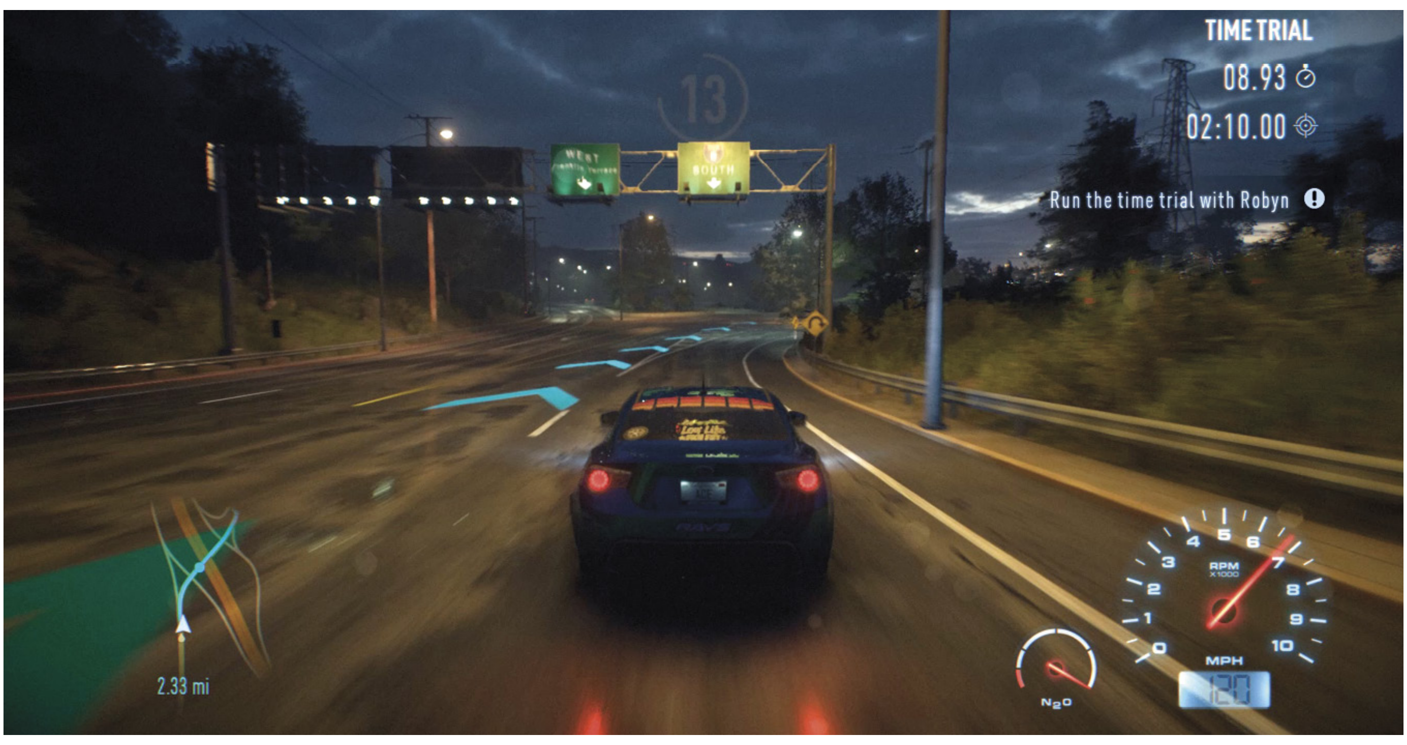
# Roadrunning

Robyn has a time trial for you this time. Be sure your car is tuned for grip. The course has some speed runs and tight turns as you race from the hills, through Apollo Heights, and all the way to Harbor View. Once again Robyn is running the event with you.

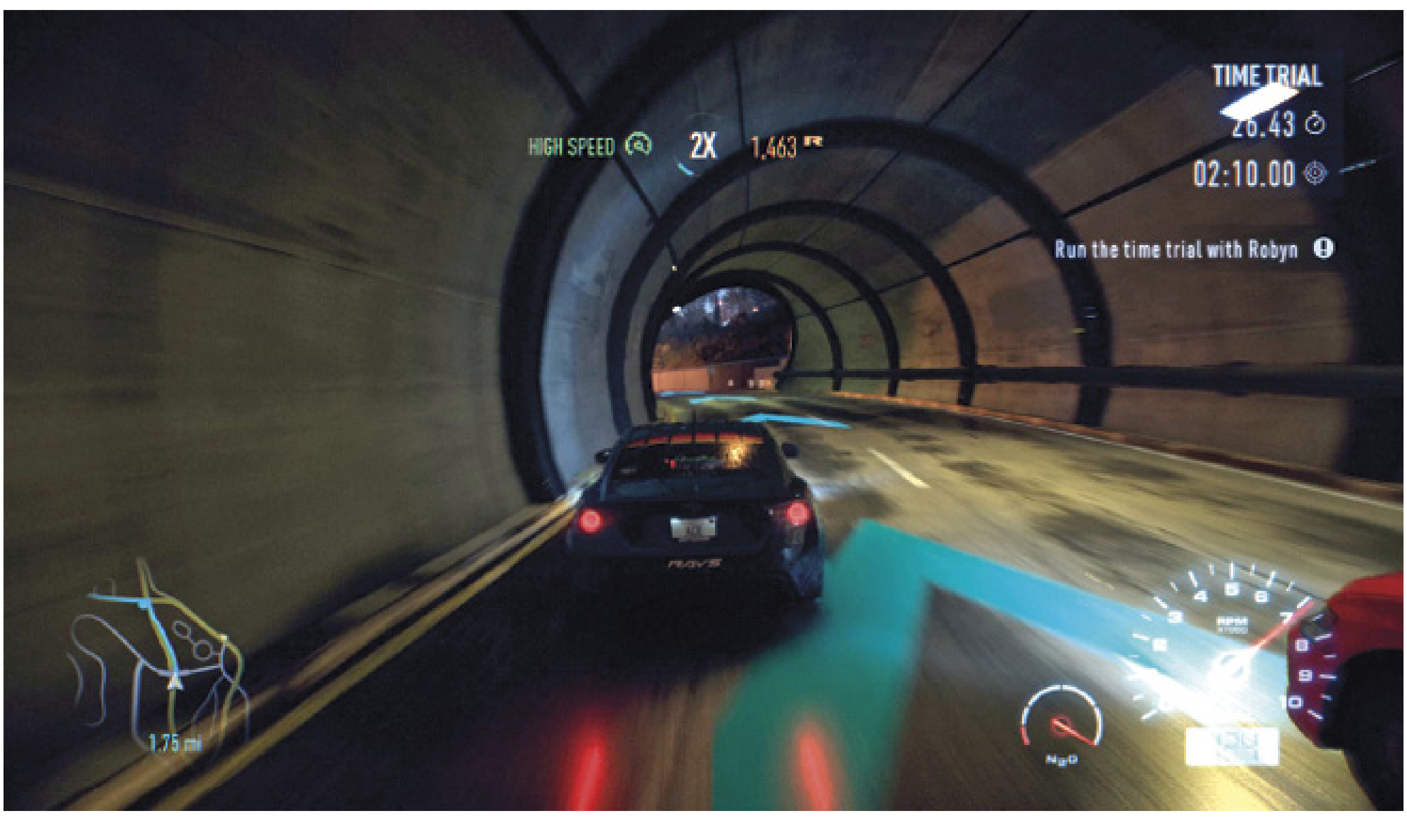
**Objective: Run the time trial with Robyn and cross the finish line within 1:44.**


FINISH
⑤
④
③
②
START
①

① Put the pedal to the metal as you start this race. There are some long, wide turns as you enter the city, but you can easily manage them without slowing down.

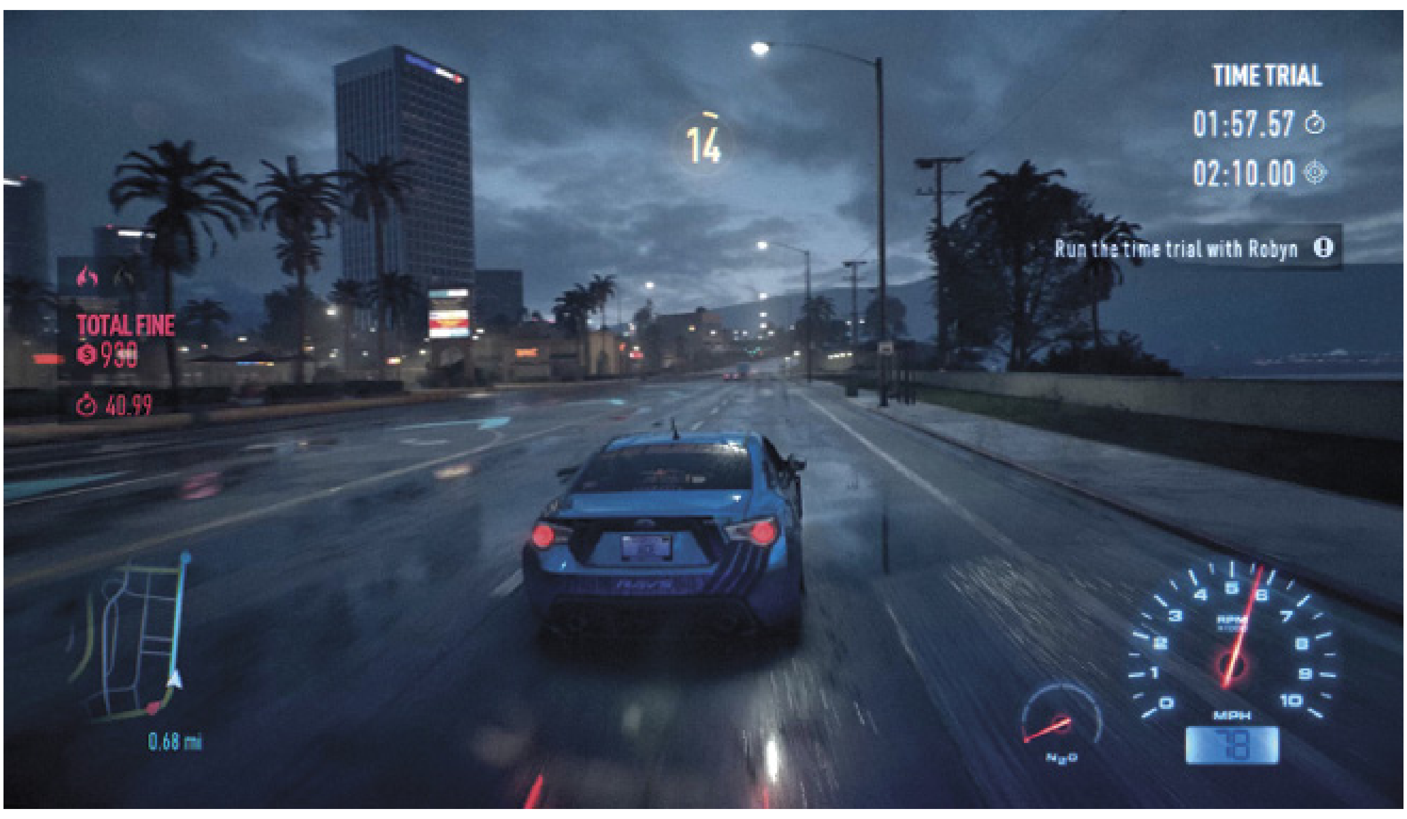

TIME TRIAL
08.93
02:10.00
Run the time trial with Robyn
2.33 mi

② Take a left turn at this intersection, stay wide, and then begin turning early so you can go across the middle of the turn on the inside and exit out wide. This helps you maintain speed without losing control. Then sprint down the road and into the tunnel.


HIGH SPEED
2X
1,463
TIME TRIAL
26.43
02:10.00
Run the time trial with Robyn
1.75 mi

③ As you exit the tunnel, get ready for a sharp turn to the right. Slow down before you enter, then accelerate again as you get halfway around.

④ Now you have a couple turns to the left. Let up on the brakes as you enter, then speed up as you exit.


TIME TRIAL
01:57.57
02:10.00
Run the time trial with Robyn
14
TOTAL FINE
930
40.99
0.68 mi

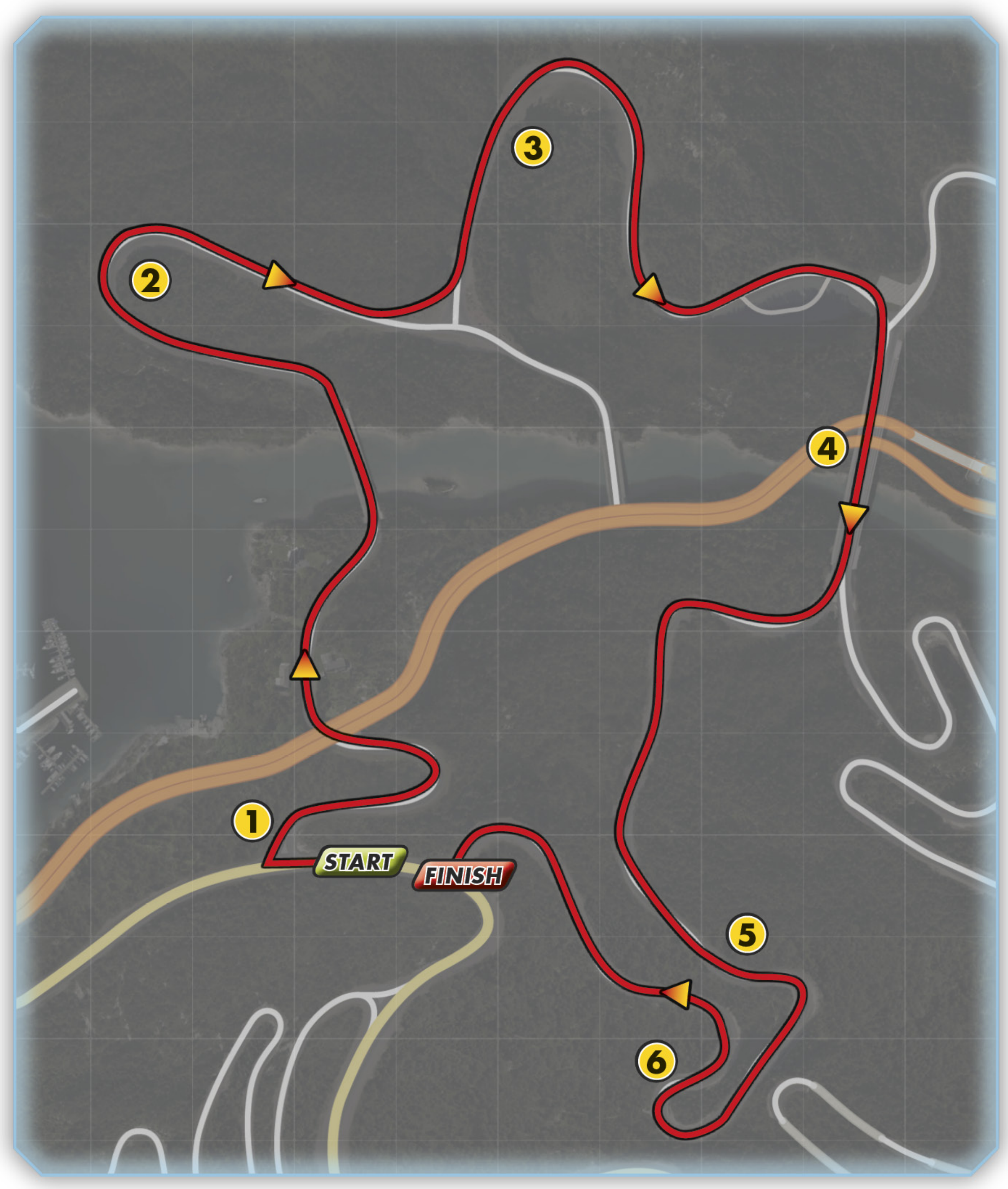
⑤ The rest of the course is a speed run. There are two turns to the left on the way to the finish line. You probably won't have to slow down for the first one, but take it wide. For the last turn, let off the gas and maybe tap the brakes so you can get around it while staying in control. Finally, sprint to the finish line to beat Robyn.

## Crew

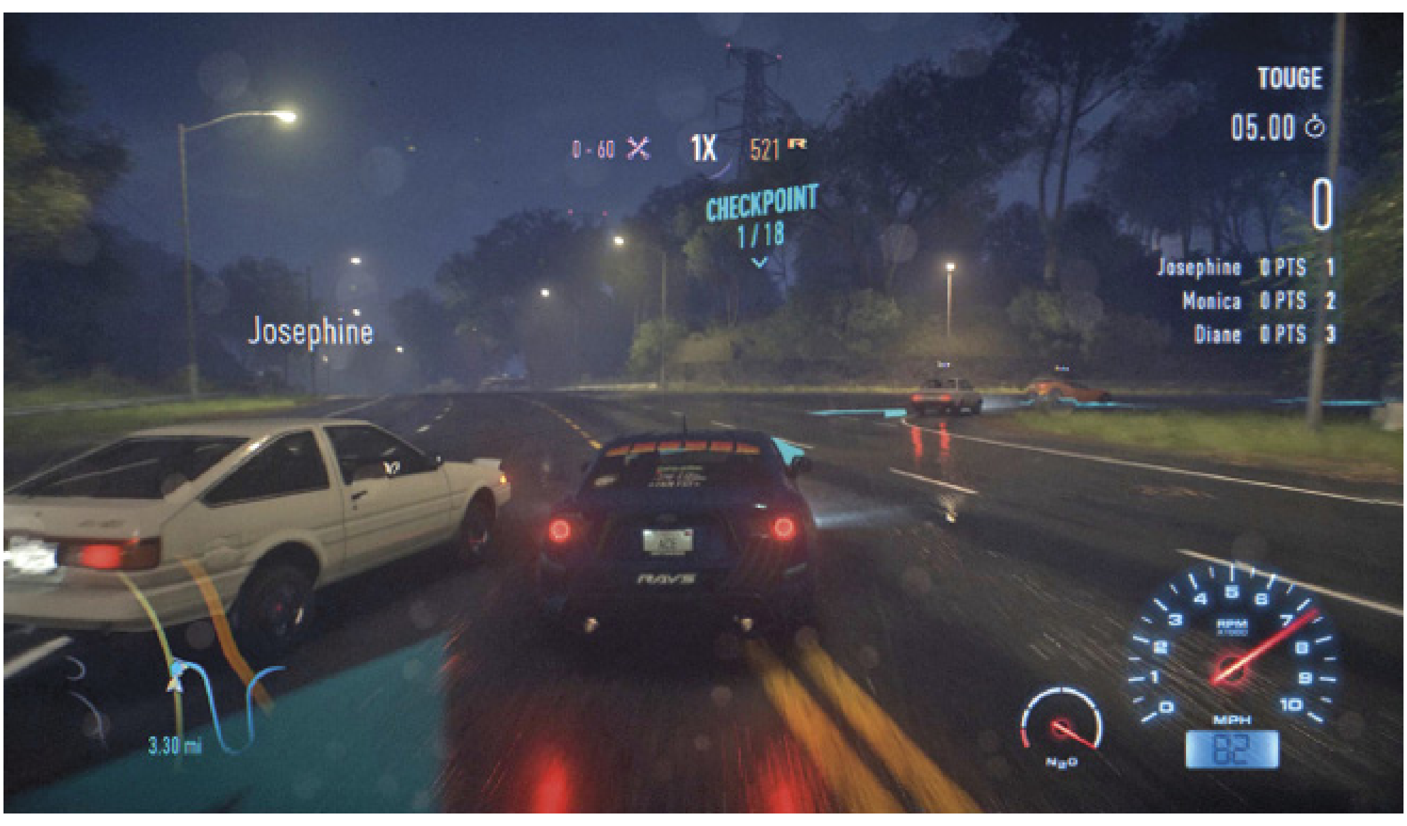
# Moonlight and Mountains

Robyn has had you drift and race. Now she has a touge for you, which is a combination of the two. Robyn is running it with you, along with three other drivers in the hills of El Rey. Win it by earning the most score by drifting. Get out in the lead to score more points.

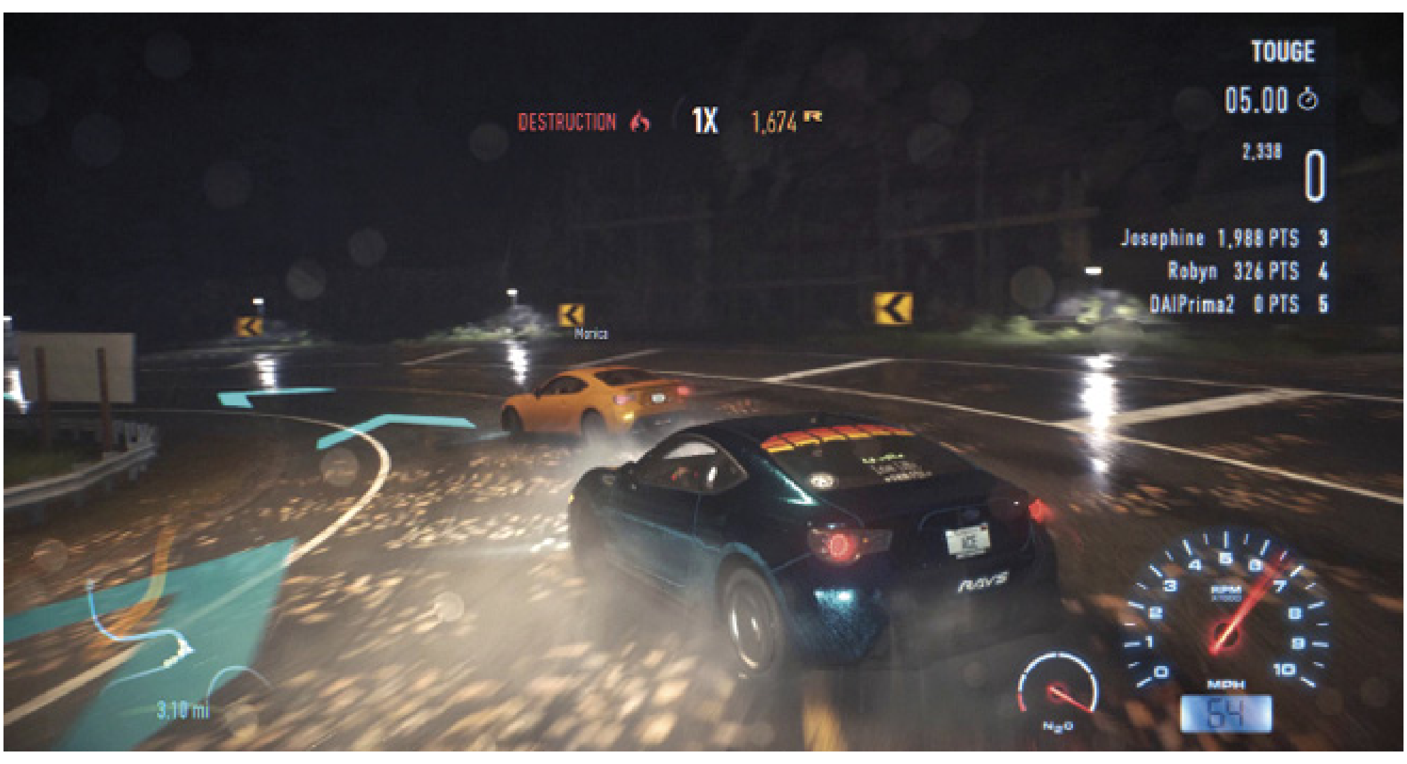
**Objective: Drift at the front of the pack and earn the most Drift Score to win.**


3
2
4
1
START
FINISH
5
6

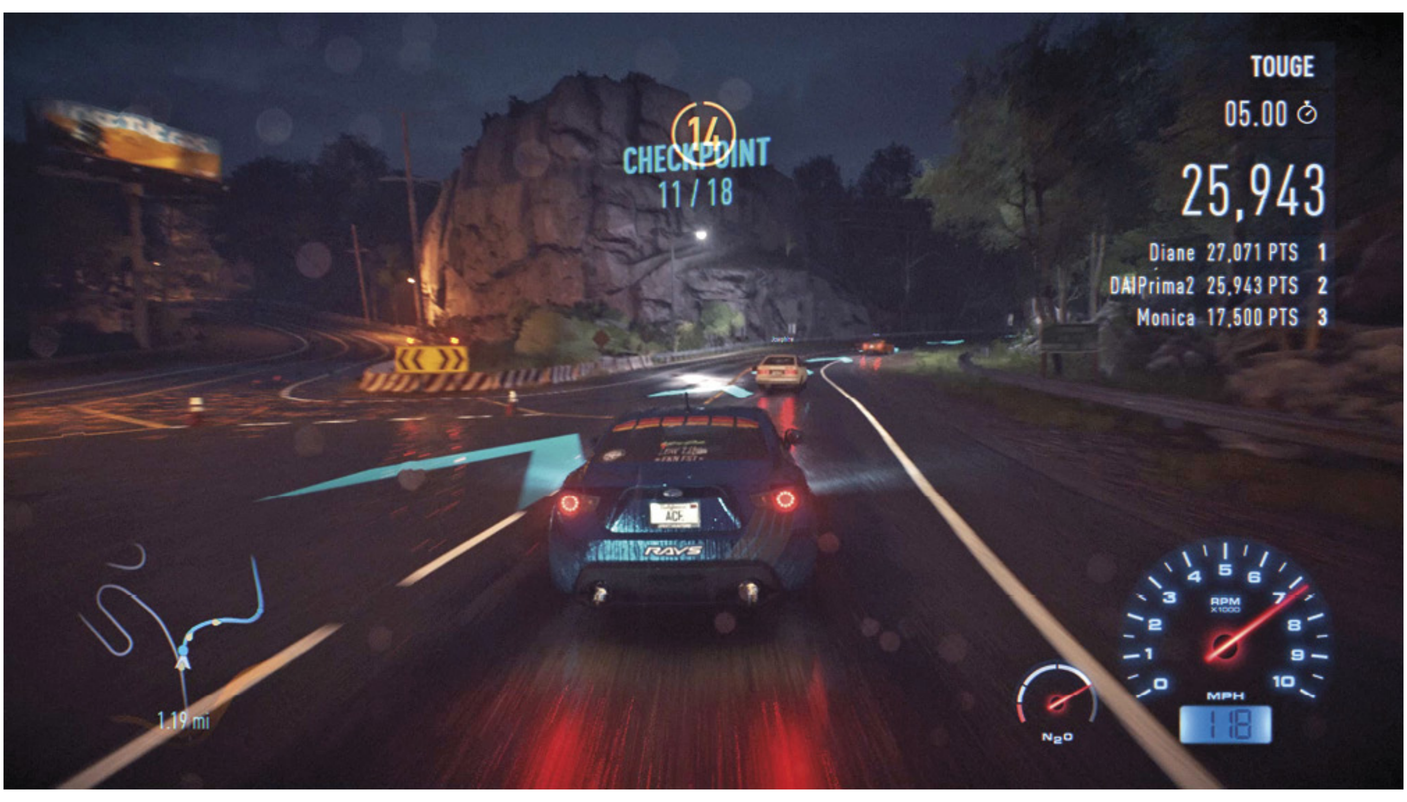
① Pick up speed and drift around the turn. Try to get out in the lead. Not only do you score more, but you also minimize the chance of hitting other cars as you drift. If you collide with another car or a wall or guardrail while drifting, you score nothing for that drift. Speed up and drift around the tight turn to get out ahead and score, as well.


TOUGE
05.00
0
Josephine 0 PTS 1
Monica 0 PTS 2
Diane 0 PTS 3
0-60
1X
521
CHECKPOINT
1/18
Josephine
3.30 mi
MPH
62

② Sprint to the next big turn. Try to get there first, then take this turn fast so you can drift a long way around it to score. Watch out for the grass on the inside and outside of the turn. Hitting it with your tires slows you down, so try to stay in the middle of the road to drift the most.


DESTRUCTION
1X
1,674
TOUGE
05.00
2,338
0
Josephine 1,988 PTS 3
Robyn 326 PTS 4
DAIPrima2 0 PTS 5
Monica
3.10 mi
MPH
54

③ Do some drifting as you go left at the intersection, then accelerate so you have some speed for the wider turn up ahead. Since you may not be able to drift through this long turn, try to drift as much as you can at the start, then drift a second time to get to the end.


14
CHECKPOINT
11 / 18
TOUGE
05.00
25,943
Diane 27,071 PTS 1
DAIPrima2 25,943 PTS 2
Monica 17,500 PTS 3
1.19 mi
MPH
118

④ Do some drifting along the wide turns on the way to the freeway overpass. After you take a right at the intersection, hit the gas as you race over the freeway and then drift some at the fork in the road as you go to the right. Straighten up and drift around a tight turn to the left.

⑤ Pick up some speed and focus on racing until you come to a slight turn to the left. Take it fast, but don't drift. Instead, maintain your speed and then drift around the turn that immediately follows to the right.

⑥ Punch it for the short sprint to the next tight turn to the right. This is one of the last chances to get a good addition to your Drift Score. There's another turn to the left, but you won't have as much speed as before and so you can't drift as far. Build up some speed for the final turn to the left that takes you to the finish line.

## TIP

**Robyn calls and invites you over to her trailer in El Rey. She's excited at your progress and looks forward to driving with you again in the near future. Wait for her next call.**

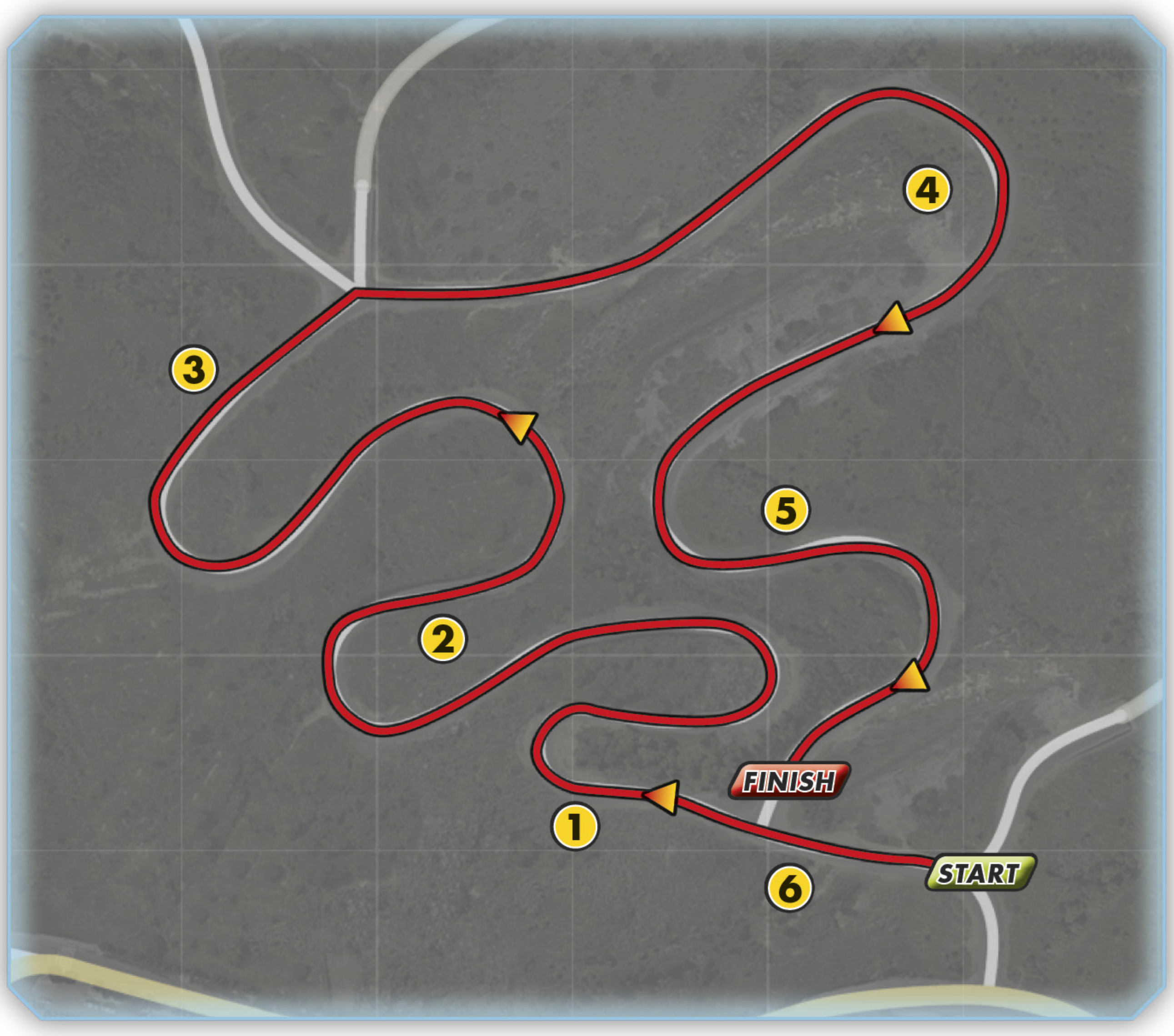
NEED FOR SPEED

Crew

# Threading the Needle

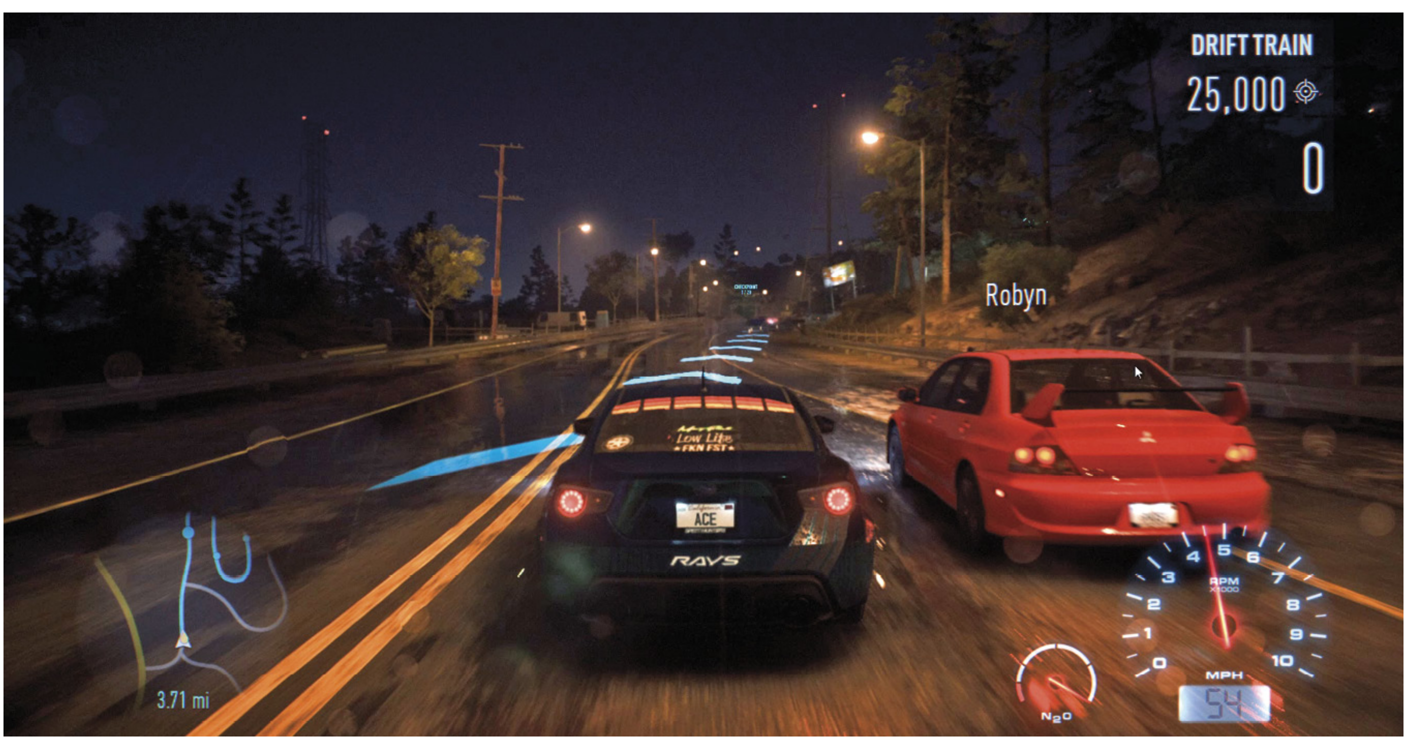
Robyn thinks you're ready for a drift train, a drift contest that loops where the highest Drift Score wins. However, you only score when you're drifting near other racers in this event. Don't get out too far ahead or left too far behind; if you do, you won't earn any score no matter how great you drift. Robyn is taking you on a course in the foothills of the Cascade Mountains.

**Objective: Run the synchronized drift with Robyn and get at least 26,000 Drift Score to win.**



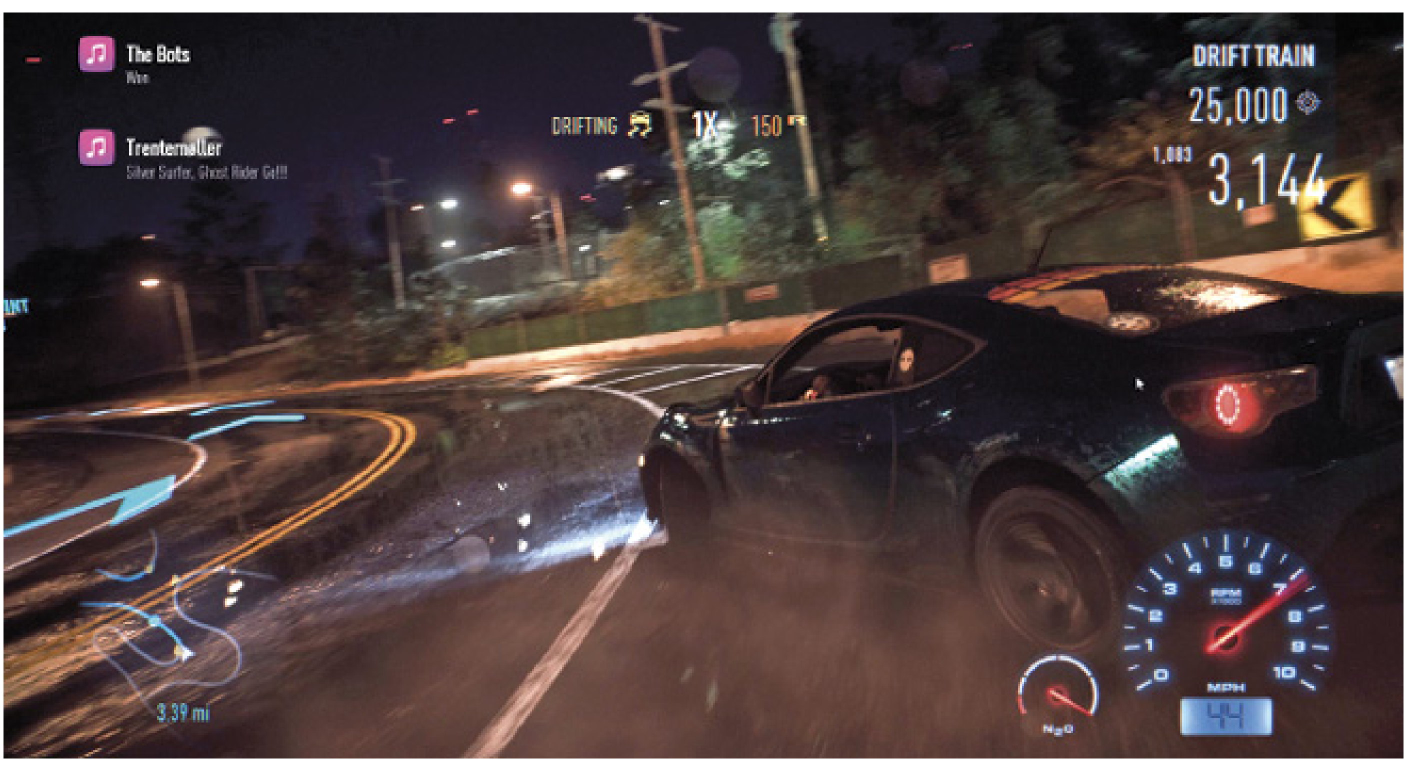
1
2
3
4
5
6
FINISH
START

① At the start, try to get out in front of Robyn so you can get to the first curve and drift around it for some score. Robyn likes to sprint between turns, so stay up with her and get ready to drift around the next turn to the left. Be sure you're either in front of or behind Robyn when you get to a turn. If you're side by side, you are likely to collide and not get any score.



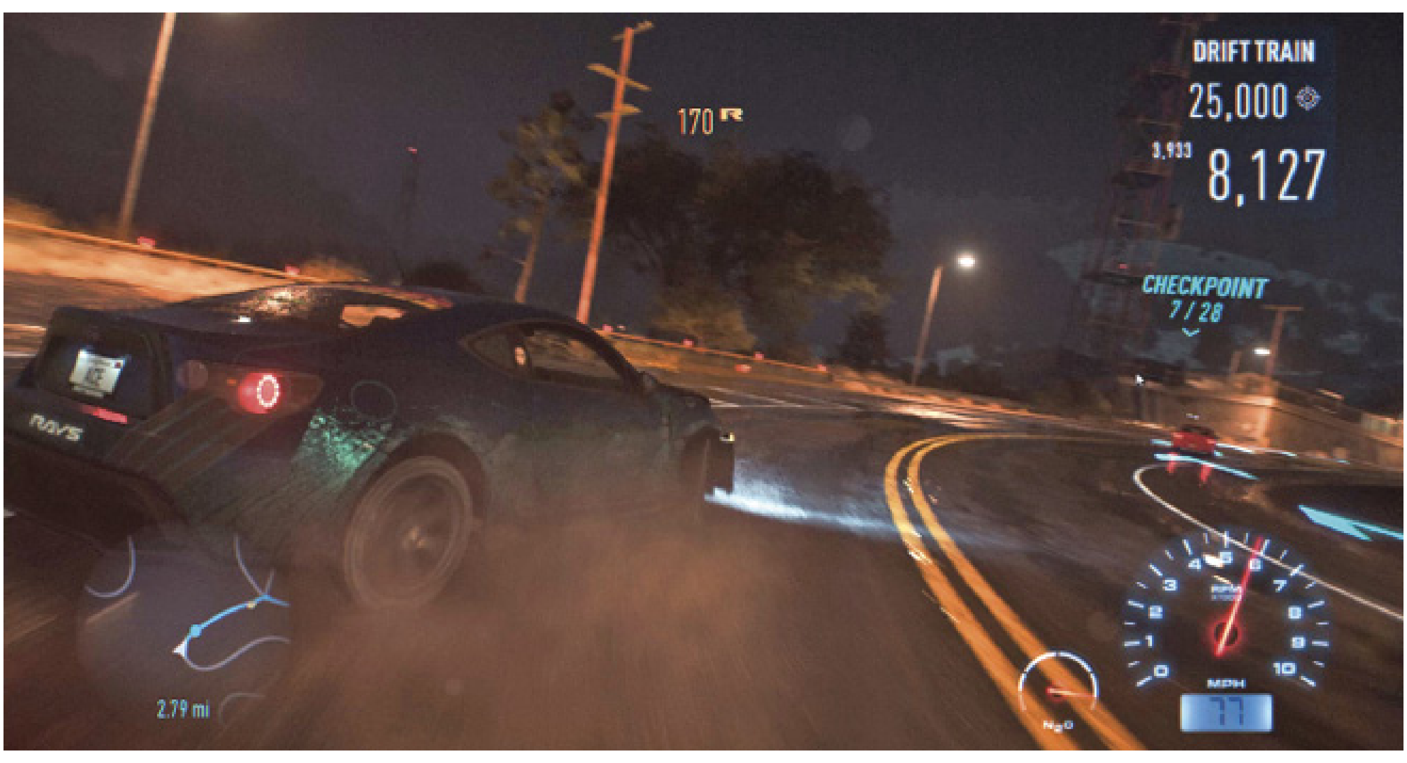
DRIFT TRAIN
25,000
0
Robyn
3.71 mi

② Accelerate over this stretch to the next turn, then pick up some score as you drift around it. Don't worry about drifting around the wider turn to the left. Robyn just runs around this, so do the same and hit the following turn to the right with speed to boost your score even more.



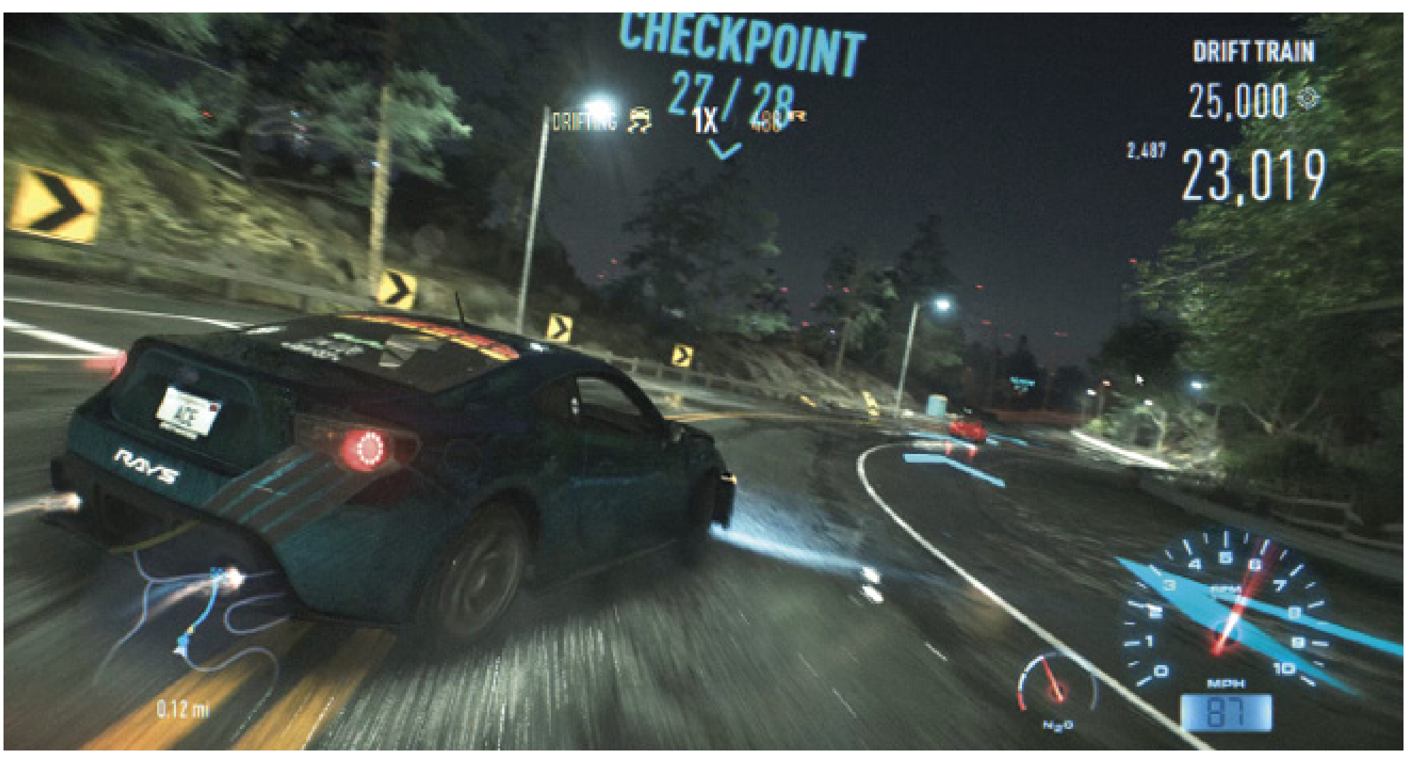
The Bots
Trentemøller
DRIFTING
1X
150
DRIFT TRAIN
25,000
1,883
3,144
3.39 mi

③ This section is a speed run. Stay to the right at the intersection and don't worry about drifting or Robyn may get too far ahead of you. Instead, sprint all the way to the next turn.



170
DRIFT TRAIN
25,000
3,933
8,127
CHECKPOINT
7/28
2.79 mi

④ This turn is long and wide. However, you're coming at it with some high speed. To drift along this farther, hold off on straightening up and accelerating once you start the drift. Slide around the turn and then steer out of the turn as you hit the gas.



CHECKPOINT
27/28
DRIFTING
1X
DRIFT TRAIN
25,000
2,487
23,019
0.12 mi

⑤ Pick up speed and drift around a couple more turns at high speed. These are wide, so you have some room for good drifts.

⑥ As you get to the intersection, take a tight right and follow the course one more time. This is where the finish line will be when you return here after the second lap. It's not that hard to get enough Drift Score to win this event. The key is to keep up with Robyn. If you try to drift on every little turn, she may leave you behind and you won't score.

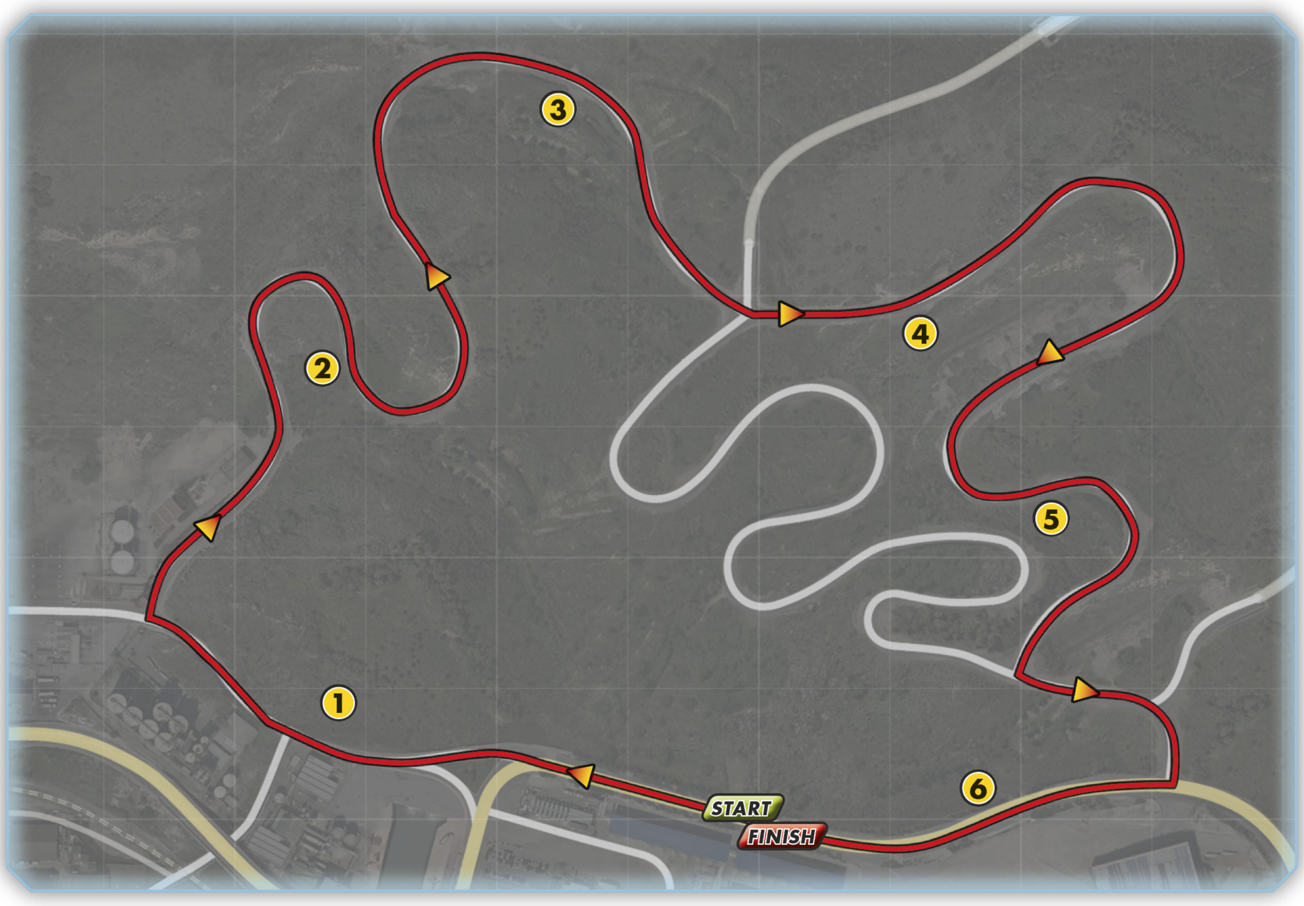
Crew

## Fish Out of Water

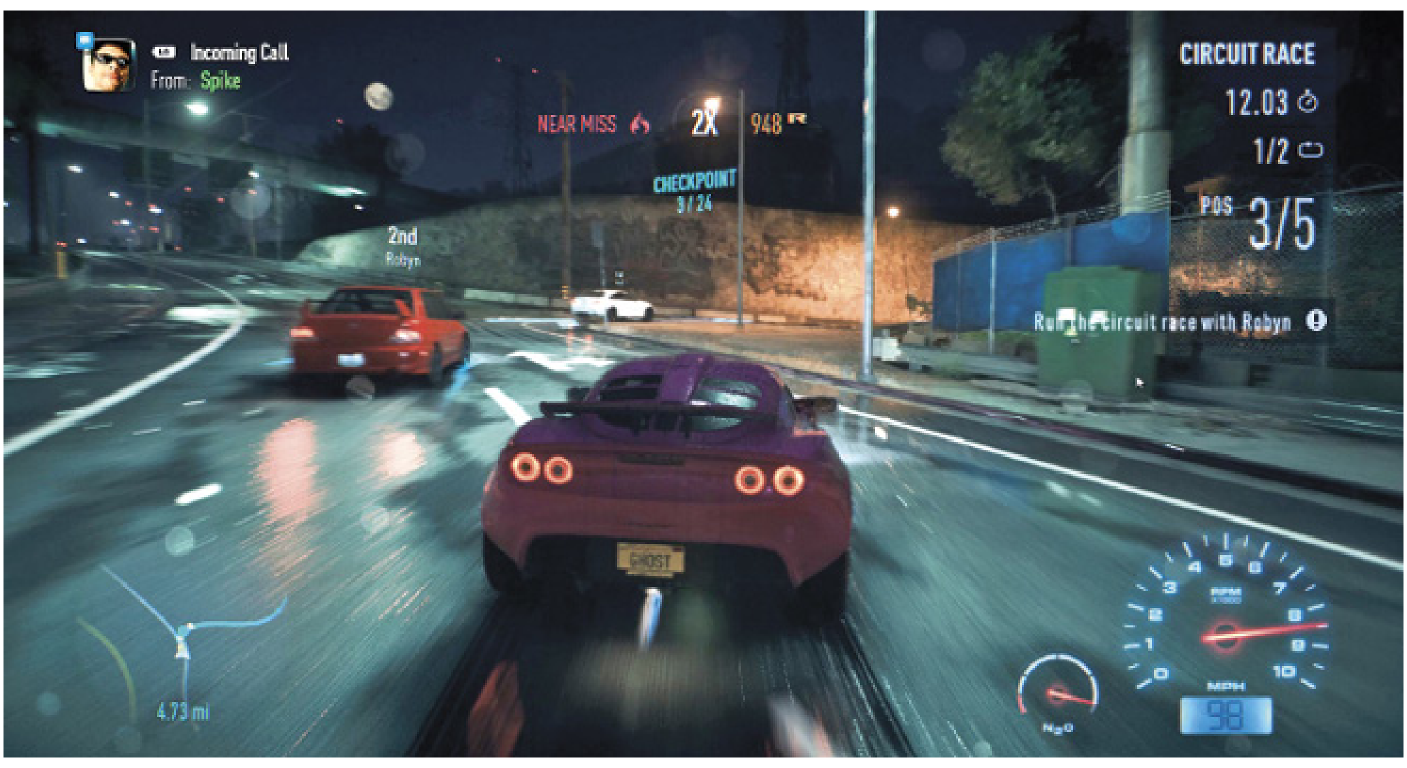
You did well on the drift train, but you must keep up if you want to drift with a larger crew. A circuit race is just what you need. Once again, you're racing in the foothills of the Cascade Mountains, as well as across the main street at the top of Burnwood.

Robyn has invited three other drivers to join the two of you for a bit more competition. Be sure you tune your car before heading to this event. You want it to grip rather than drift so you can take those turns with speed rather than style.

**Objective: Run the circuit race with Robyn and be the first across the finish line to win.**

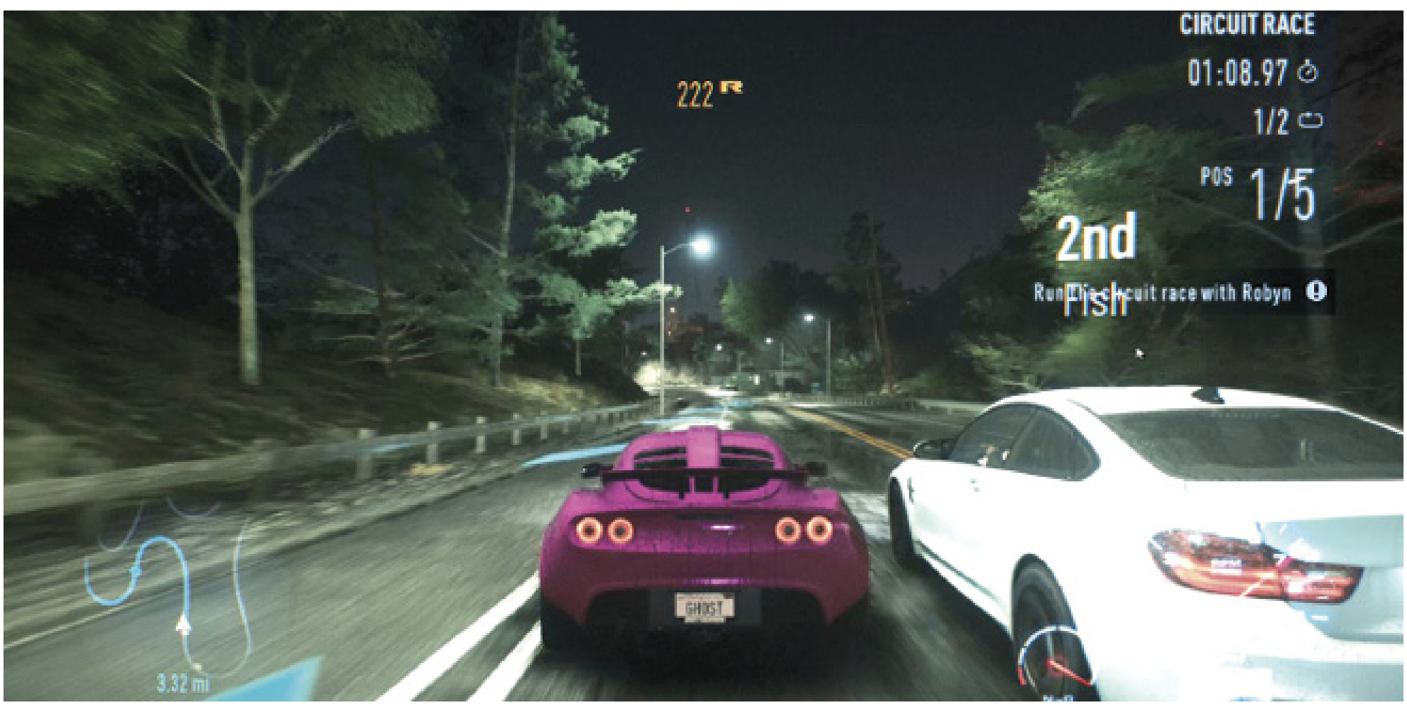

③
②
④
⑤
①
⑥
START
FINISH

① Punch it at the start. You must reach your top speed as quickly as you can during this straightaway. Try to get out in front of as many other cars as possible. When you reach the intersection where you take a right, cut the turn on the inside, powerslide around it, and hit the gas.

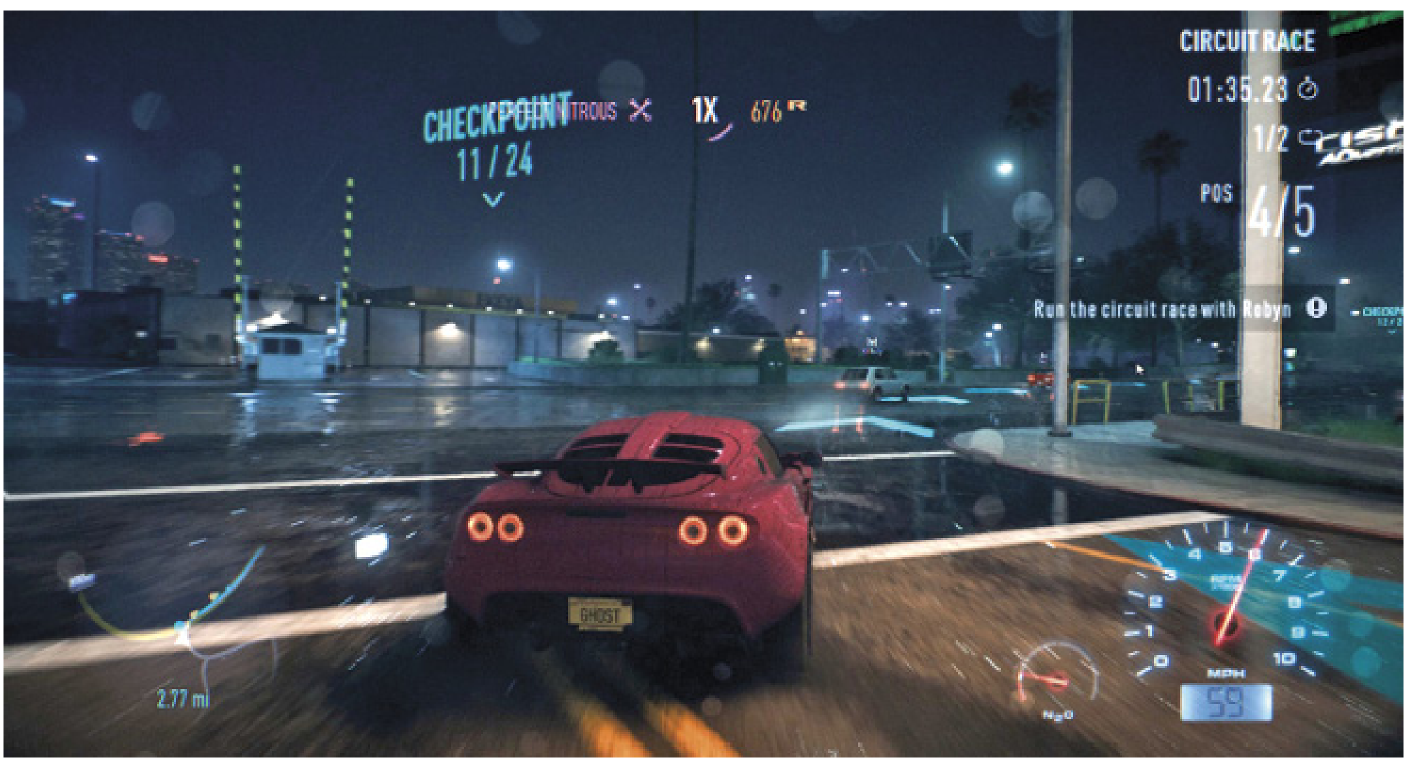

Incoming Call
From: Spike
NEAR MISS
2X
948 R
CHECKPOINT
3/24
2nd
Robyn
CIRCUIT RACE
12.03
1/2
POS 3/5
Run the circuit race with Robyn
4.73 mi
98

② Accelerate as you climb the hill, then slow down a bit when you come up to the first turns. Since you're going uphill, just letting off the gas may work, but you might need to just tap the brakes. Powerslide around tighter turns and drive fast around the wider ones.

③ You can go around this long wide turn at high speed. Race straight across the intersection and keep going. There's other traffic on the road, so watch out for slower moving vehicles such as trucks. Don't crash into them or you'll fall behind.


CIRCUIT RACE
01:08.97
1/2
POS 1/5
222 R
2nd
Fish
Run the circuit race with Robyn
3.32 mi

④ Since you're approaching the wide turn at high speed, tap your brakes as you enter to get the weight back on those front wheels so you don't crash right into the guardrails. Accelerate as you come out of the turn.


CHECKPOINT
11/24
TROUS
1X
676 R
CIRCUIT RACE
01:35.23
1/2
POS 4/5
Run the circuit race with Robyn
2.77 mi
55

⑤ Make your way around two more turns. Powerslide if necessary, but slowing down allows you to maintain control and still hold your speed. When you reach the intersection, take a sharp left turn and then a right onto the Burnwood street.

⑥ Drive as fast as you can along this speed run to begin the second lap. Since you've had the first lap to try it out and see what you face, you should be able to drive the second lap faster and under more control so that when you come back here, you're the first across the finish line.

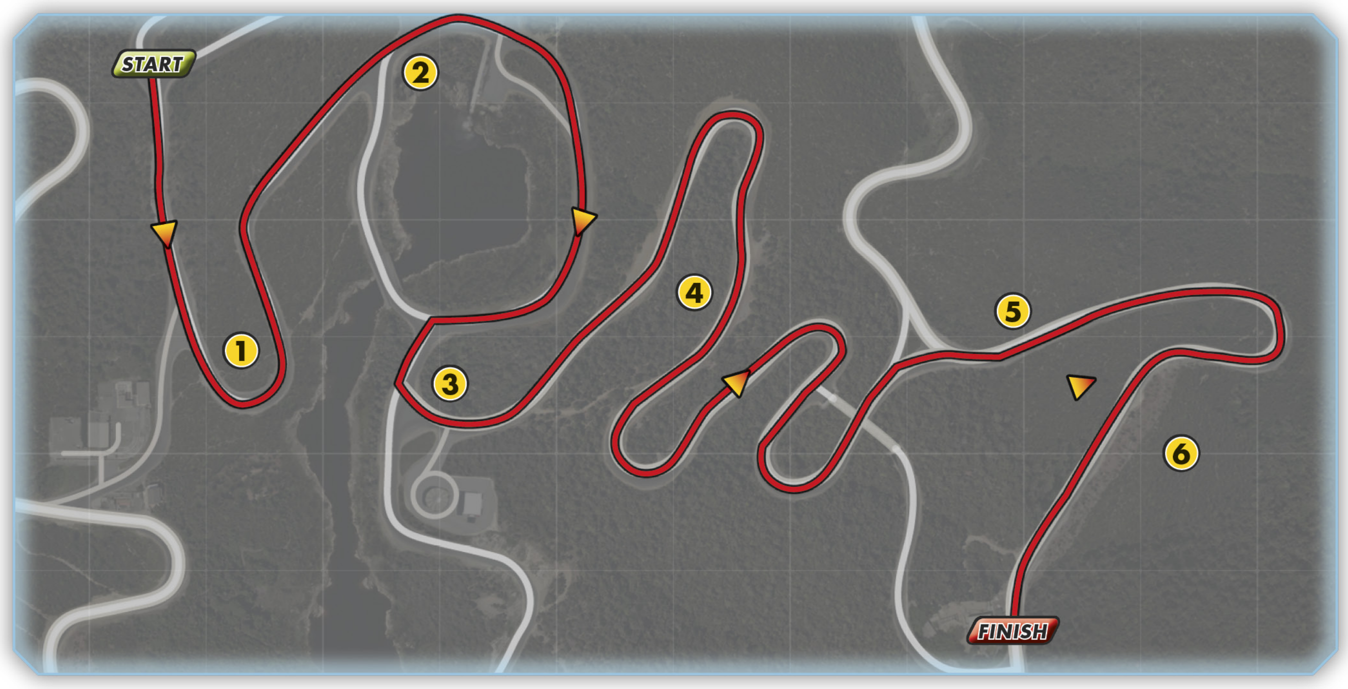
NEED FOR SPEED

Crew

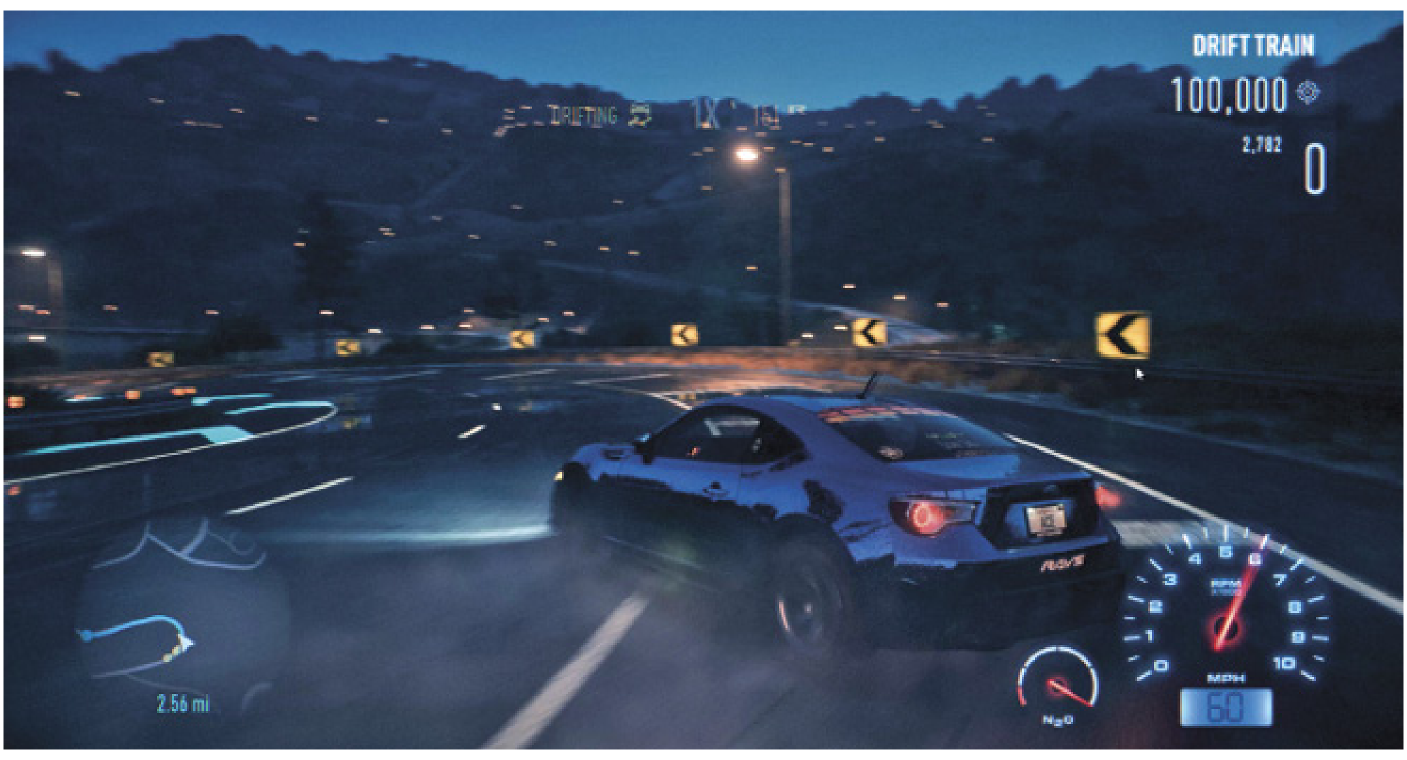
## All for One

Robyn has set up another drift train. This one is in the Crescent Mountains and she has invited another driver to join you. Remember that you must be close to the other two cars in order to score as you drift. Try to stay out in the least and avoid collisions or you get no score for those drifts.

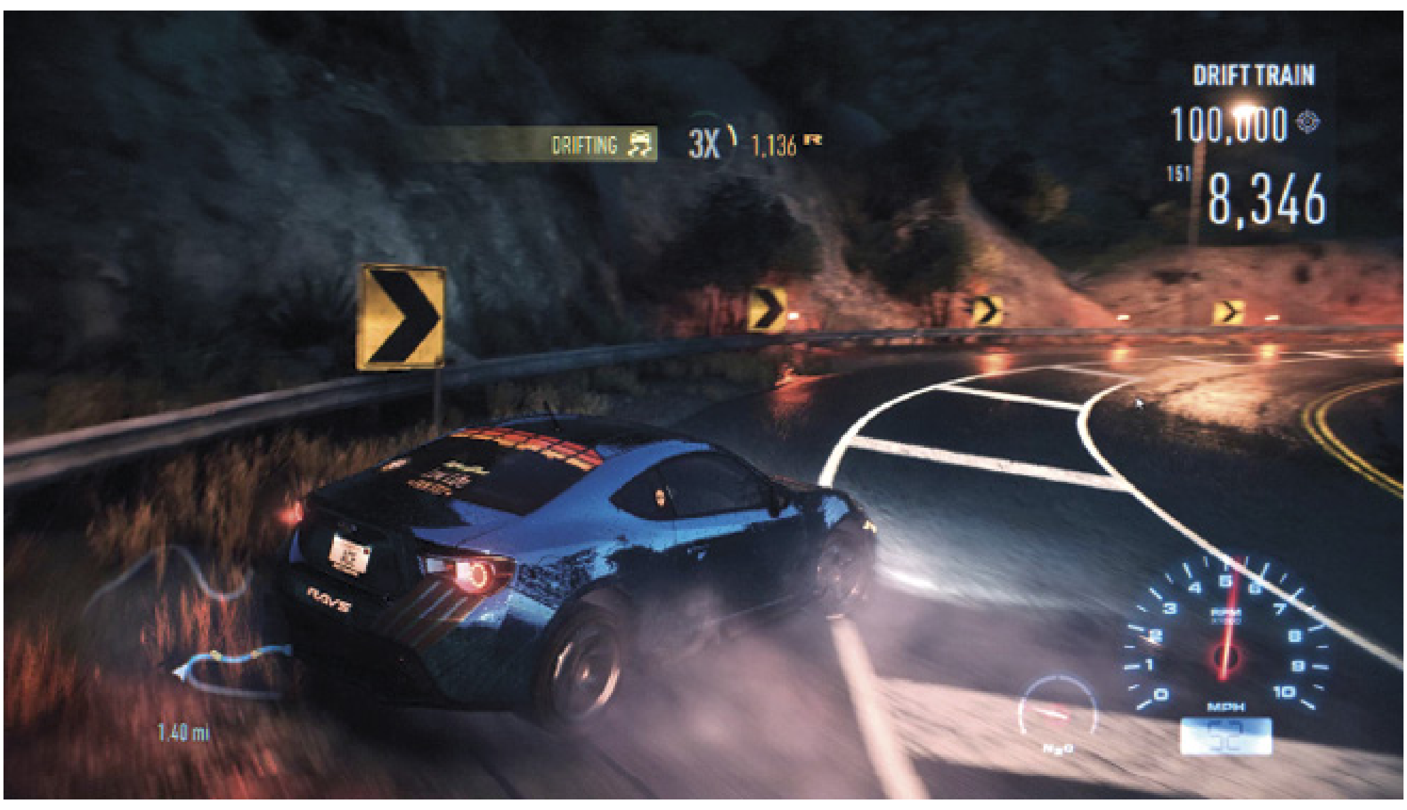
**Objective: Run the synchronized drift Robyn and get at least 43,000 Drift Score to win.**



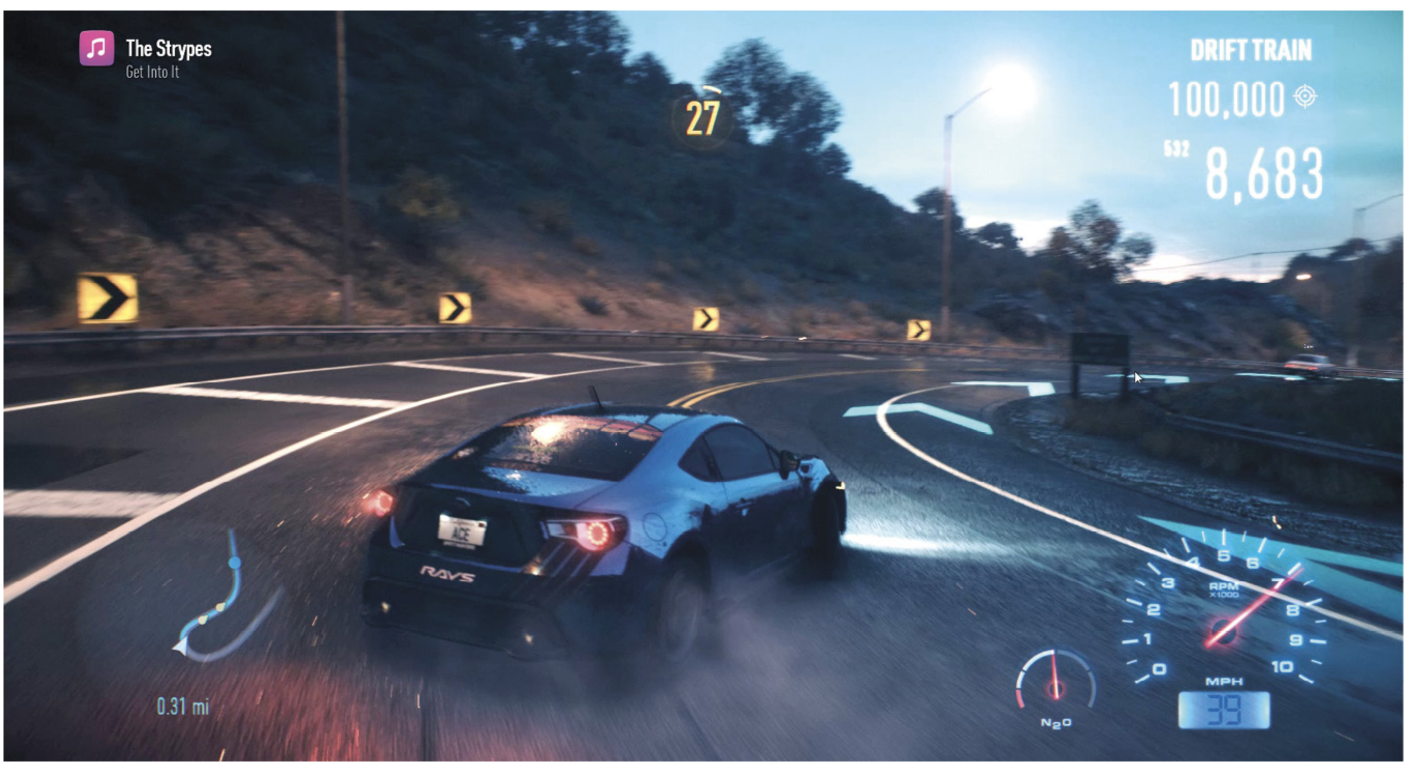
① Hit the gas at the start and race into the first turn. This is a great one for drifting that can give you a high score, as long as you maintain control and don't collide with anyone or anything. After you exit, pick up speed again and get some score on the turn to the right. It's not very long, so you might as well get some score while you can.



② The road around the lake has several turns and none of them is sharp. Drive fast along this section and try to get some drifting in as you can to boost your score.



③ At this point in the course, you have two left turns at adjacent intersections. Drift around both turns as fast as you can to get some more score. Next you have a relatively straight shot, so sprint it or your fellow drivers will get too far ahead of you.



④ Make sure you're close to the other drivers for this section. There are several sharp turns with short speed runs between them. You need to take these fast as you drift around them to avoid getting left behind. These turns are great for racking up score, so don't hit anything except the gas as you exit them.

⑤ This is another longer speed run where you're racing with your fellow drivers. If possible, try to take the lead before arriving at the sharp turn to the right. This is the last one like this in the event and you need to drift around it for as much score as possible.

⑥ The sharp turn is followed by a wider one to the left. Try to chain the two drifts as much as possible to make a smooth transition from one turn to the next. After this, it's a race to the finish line. The most challenging part of this event is staying close to the other two cars. While you're drifting, they might be racing. So always make sure you are either in front of them or close behind.

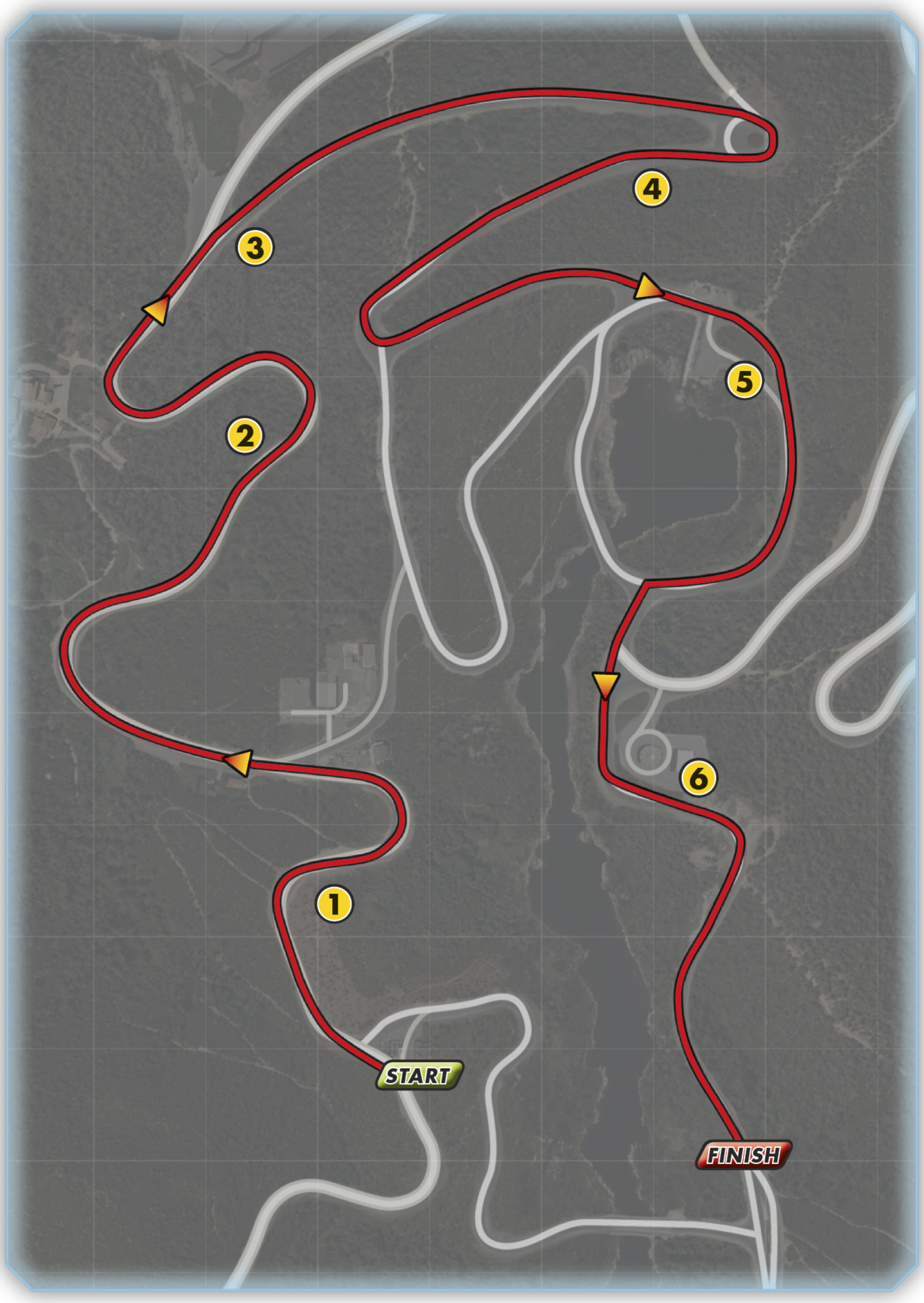
NEED FOR SPEED

## Crew

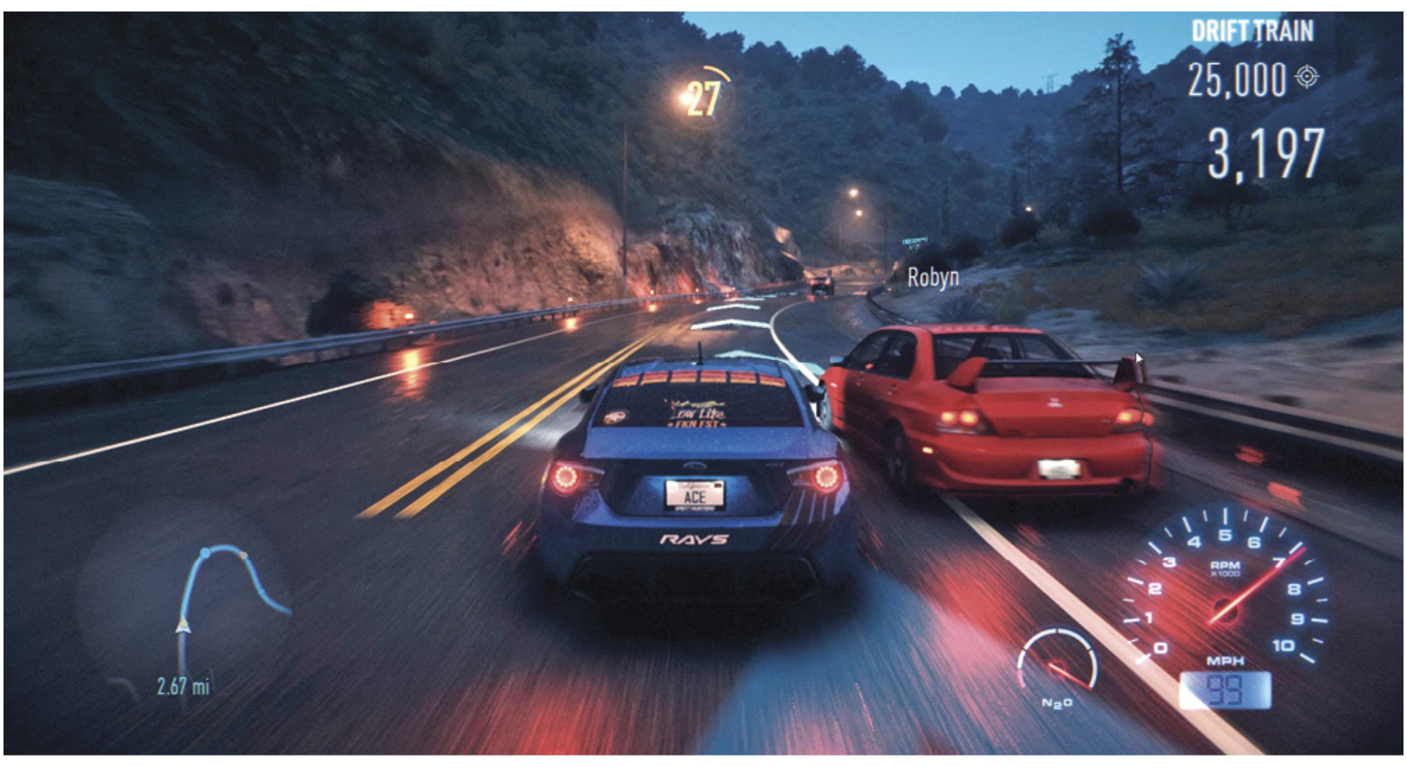
# Ready, Set, Drift

Ready to get on another drift train? Robyn calls you with a new event up in the Crescent Mountains. The race starts going uphill and ends with a downhill run.

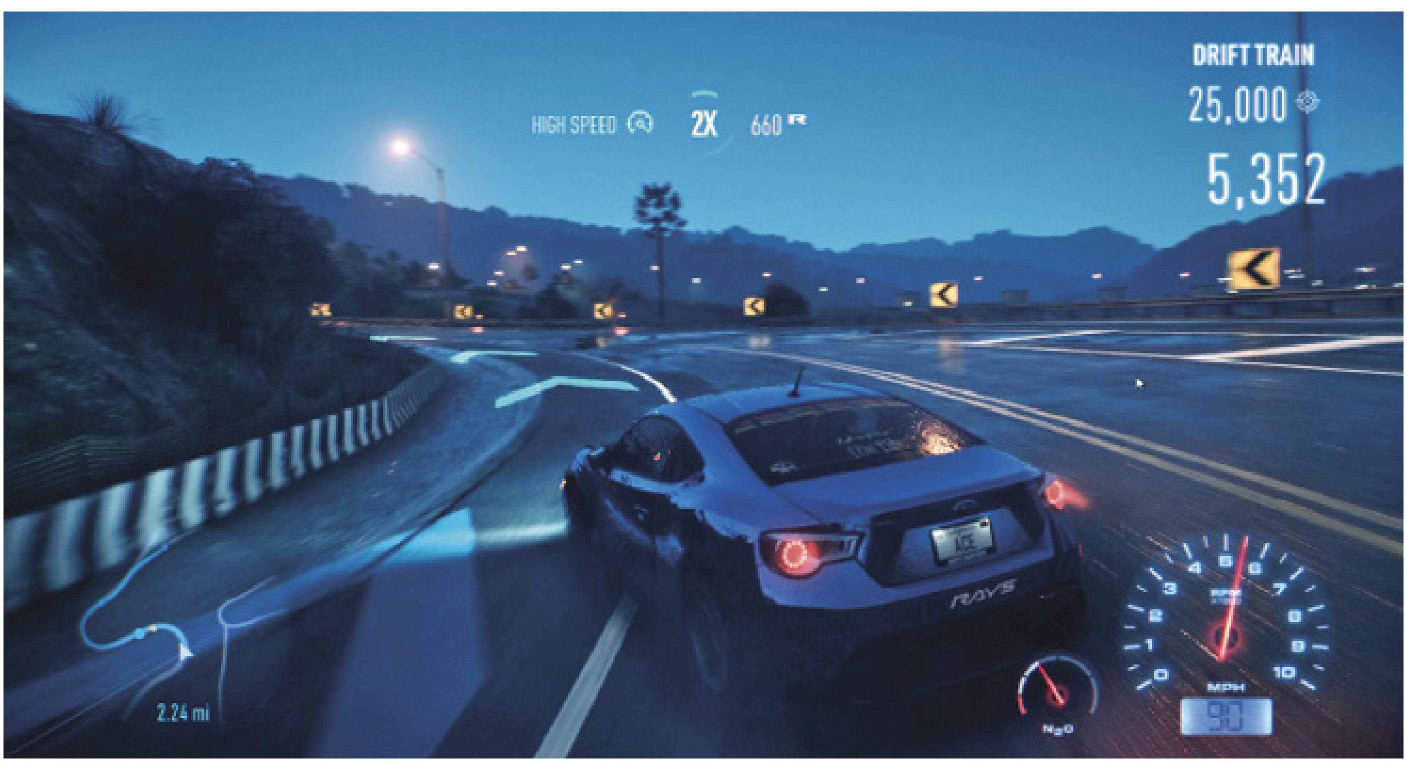
**Objective: Run the synchronized drift with Robyn and get at least 25,000 Drift Score to win.**



① Robyn likes to drive fast, which makes this drift train challenging. If you crash or get behind, it's hard to catch up with her. So try to stay ahead of her as often as possible. Race toward the first turn, then drift around it to start the scoring. It's immediately followed by a sharper turn to the left, so pick up maximum speed and drift around it, as well. Continue accelerating toward a wider turn to do some more drifting.



② Slower traffic can really ruin a drift. Look ahead and watch for trucks going around turns, then decide where you need to pass them (on the inside or outside) so you have enough room to drift. Run into them and you lose a chance to score on that turn. At this point, you have a couple adjacent and alternating turns. Take them both fast and get some more Drift Score.



③ Sprint along this speed run at the top of the course. Robyn flies along here, so even if you were in the lead, she tries to get out in front of you here. If you have nitrous, use it. You need to get out in front and stay there.

④ There's a tight turn at a roundabout. Cut on the inside rather than going the long way around it. With the speed you gained, you can get a lot of score here if you don't collide. Then accelerate to make another fast turn at the intersection.

⑤ Maintain your velocity as you go around the lake. Hopefully, you have plenty of score that you don't need to worry about drifting around this wide turn. Instead, Robyn turns this section into a race, so just stay with her. At the intersection, drift around the turn to the left.

⑥ The final leg offers two good turns for picking up any remaining Drift Score you need. Robyn flies down this section, as well, so stay in close if you still need to do some more drifting to win this event.

## TIP

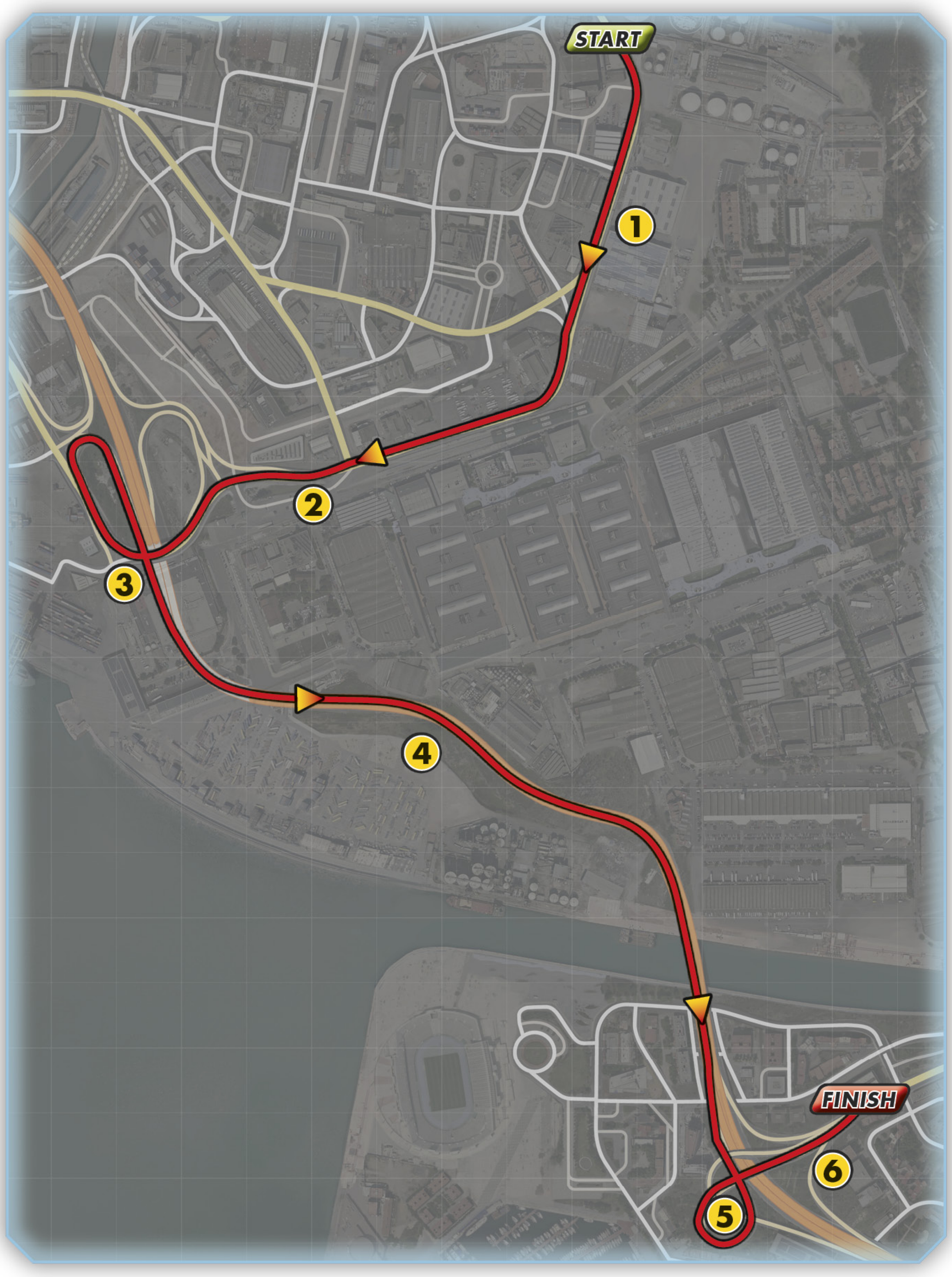
**Robyn gives you a call and tells you to meet her at the trailer. She wants to tell you all about a crew that's in town that can really drive the drift train. Their name is Risky Devils and they drift at freeway speeds. She thinks the two of you can work up to their skill level and maybe even get to drive with them. However, you will need some more practice.**

Crew

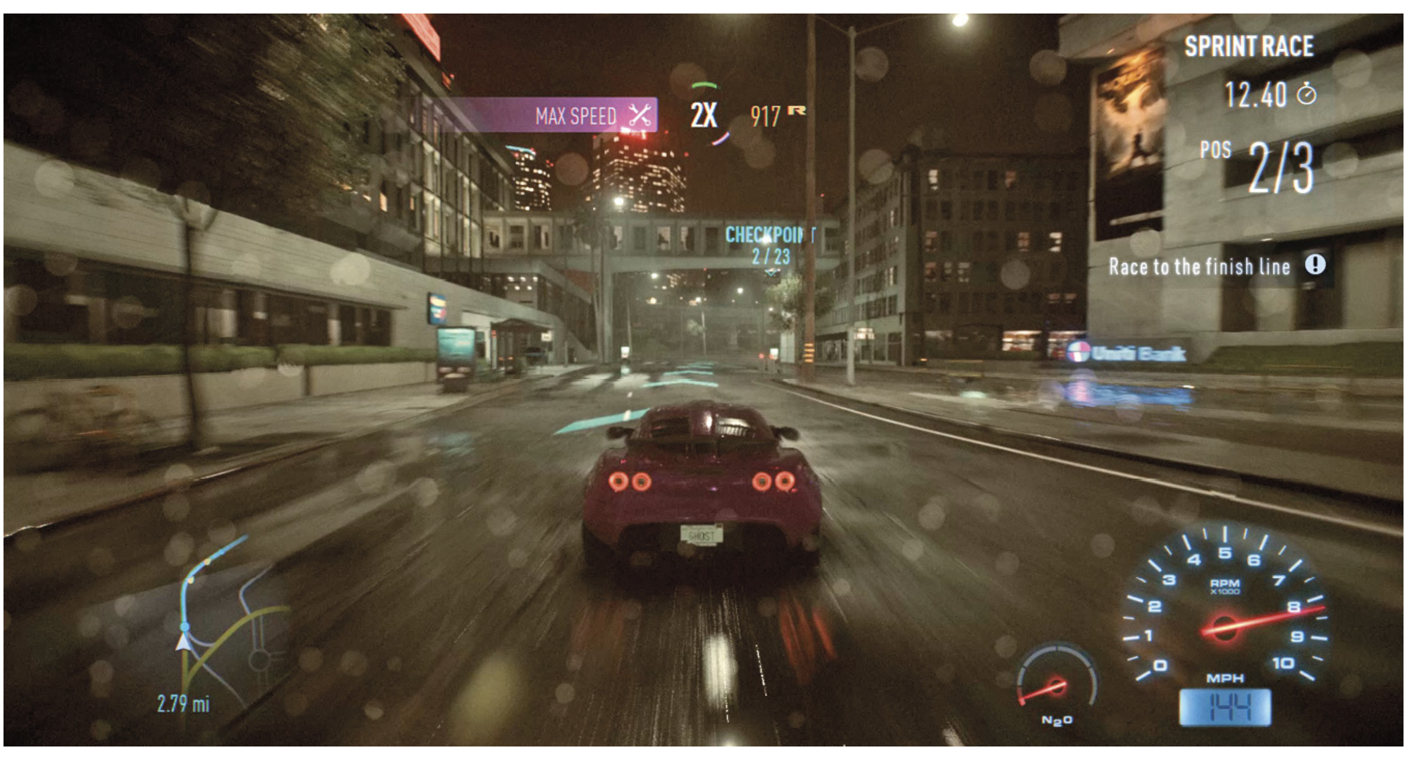
## Skill or Eskil?

Before you can drift train at high speed, you must be able to maintain control and race at high speeds. Therefore, Robyn's next event is a sprint with some main streets and freeway combined. Tune your car for drift and upgrade its power and speed if you can afford it. It's time to take it to the next level!

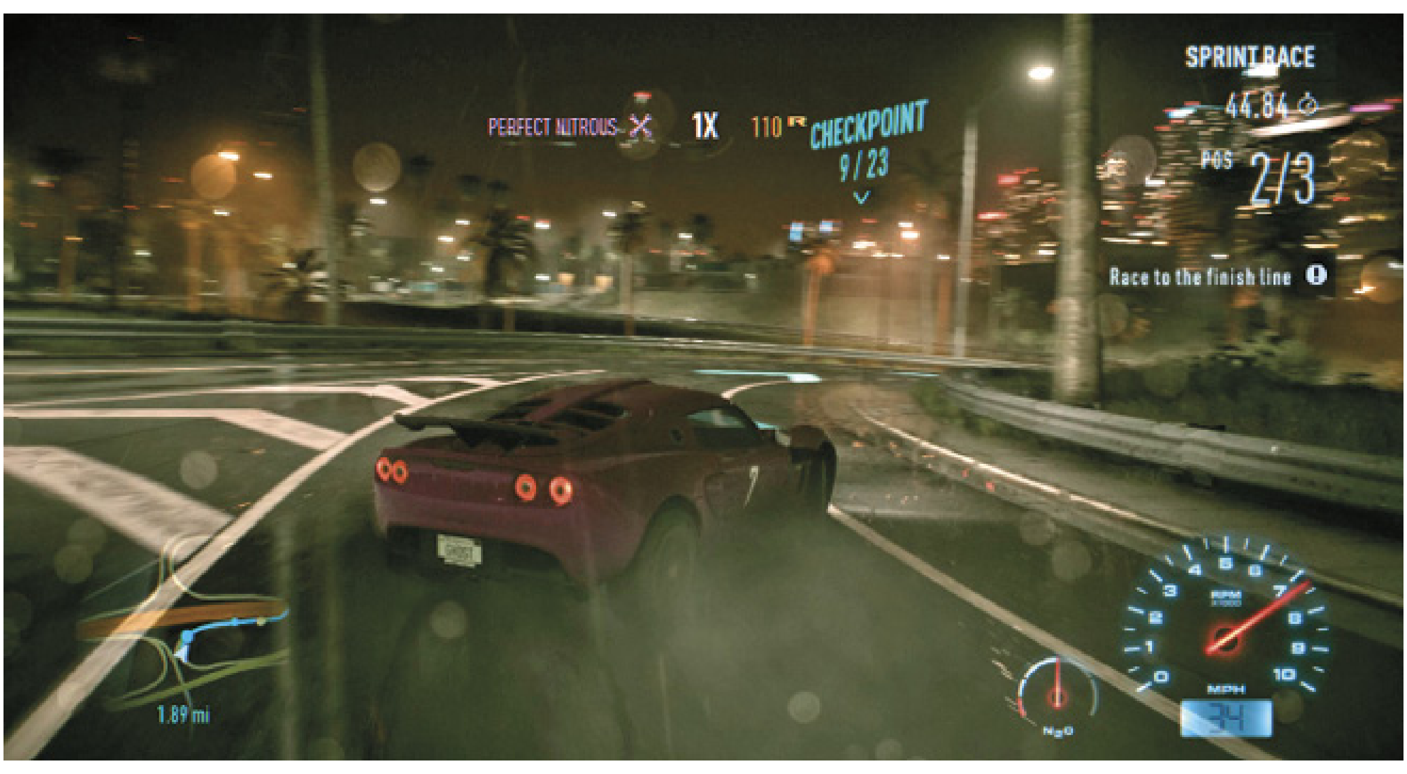
**Objective: Race to the finish line and be the first across to win.**


START
①
②
③
④
FINISH
⑥
⑤

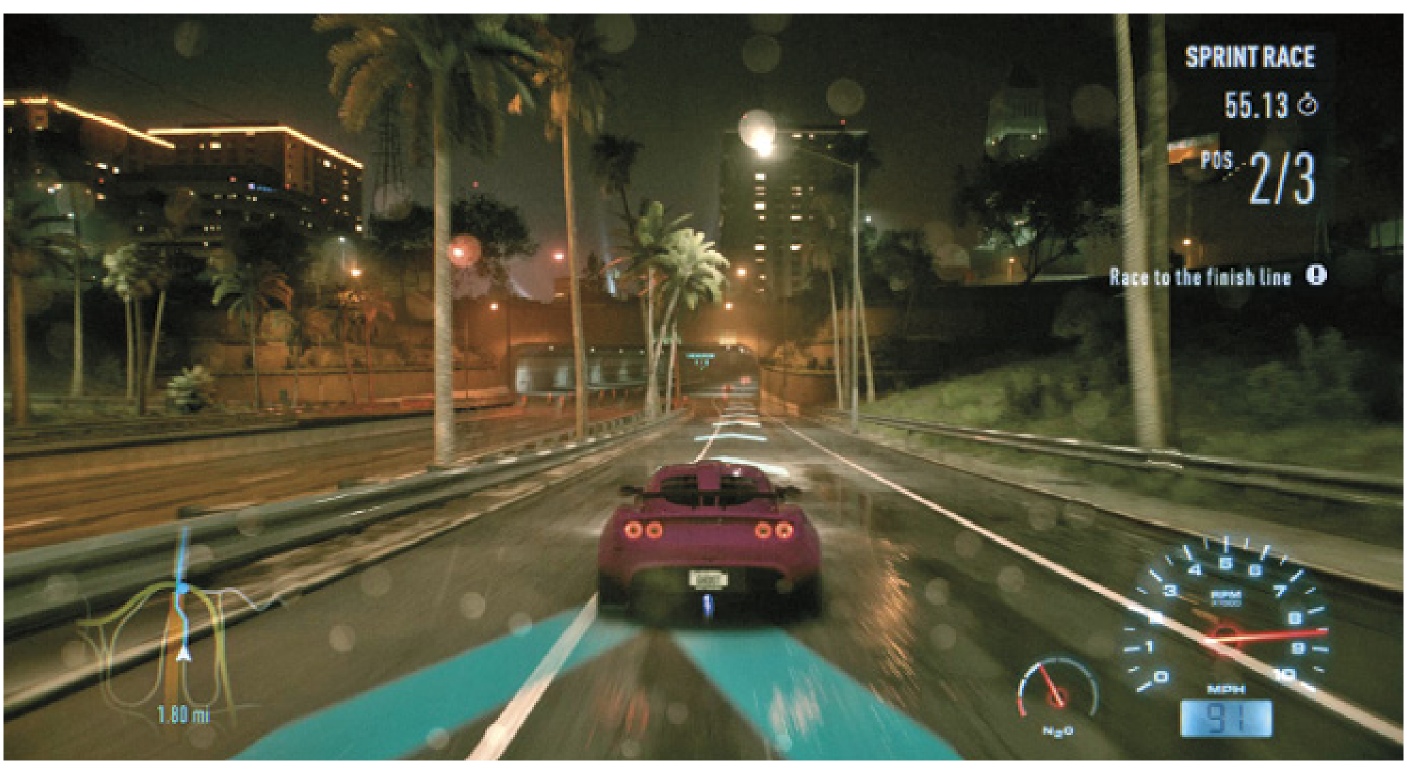
① The first part of this sprint race goes through part of Burnwood. The streets are wide here and the few turns are easy.


SPRINT RACE
12.40
POS 2/3
Race to the finish line
MAX SPEED
2X
917
CHECKPOINT
2/23
2.79 mi
N₂O
MPH
144

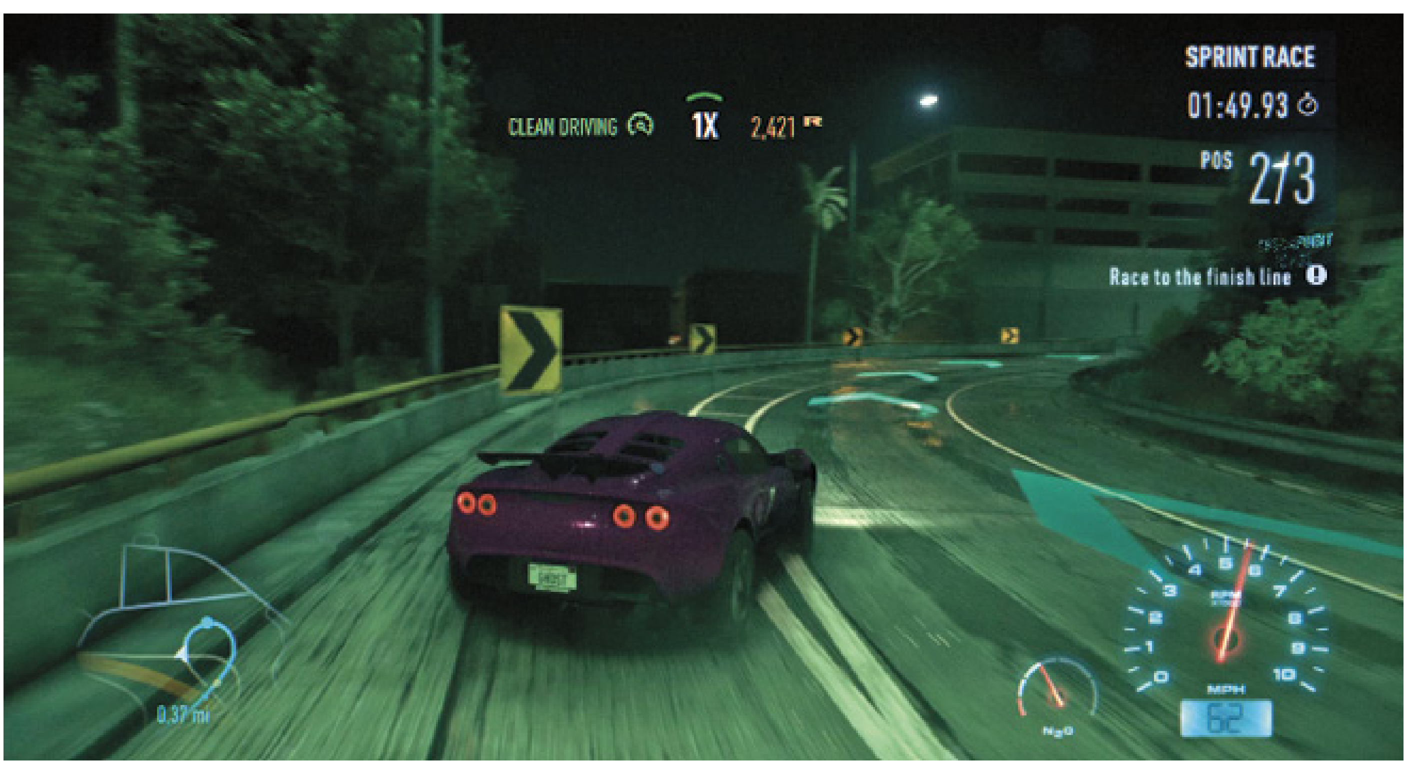
② As you approach the freeway, there's a slight turn that goes right and then left. To take this fast, stay to the right as you enter, go to the left to take the first part of the turns on the inside, and then back out to the right at the turn to the left begins. This lets you take this turn with a straighter driving line.


SPRINT RACE
44.84
POS 2/3
Race to the finish line
PERFECT NITROUS
1X
110
CHECKPOINT
9/23
1.89 mi

③ The on-ramp of the freeway has a tight turn to the right at the start, so slow down before you start turning. Then there's a hairpin turn at the end. Brake a bit so you don't plow into the wall and, once you get around it, punch it when you get onto the freeway.


SPRINT RACE
55.13
POS 2/3
Race to the finish line
1.80 mi

④ Drive as fast as you can on the speed run down the freeway. This is where you need to either get ahead of your opponents or stay out in the lead. Be careful not to crash into slower traffic—at this speed, a collision is severe.


SPRINT RACE
01:49.93
POS 2/3
Race to the finish line
CLEAN DRIVING
1X
2,421
0.37 mi

⑤ Take the first off-ramp at Royal Park. It's a tight 270-degree turn, so slow down before you start turning. You need to stay in control.

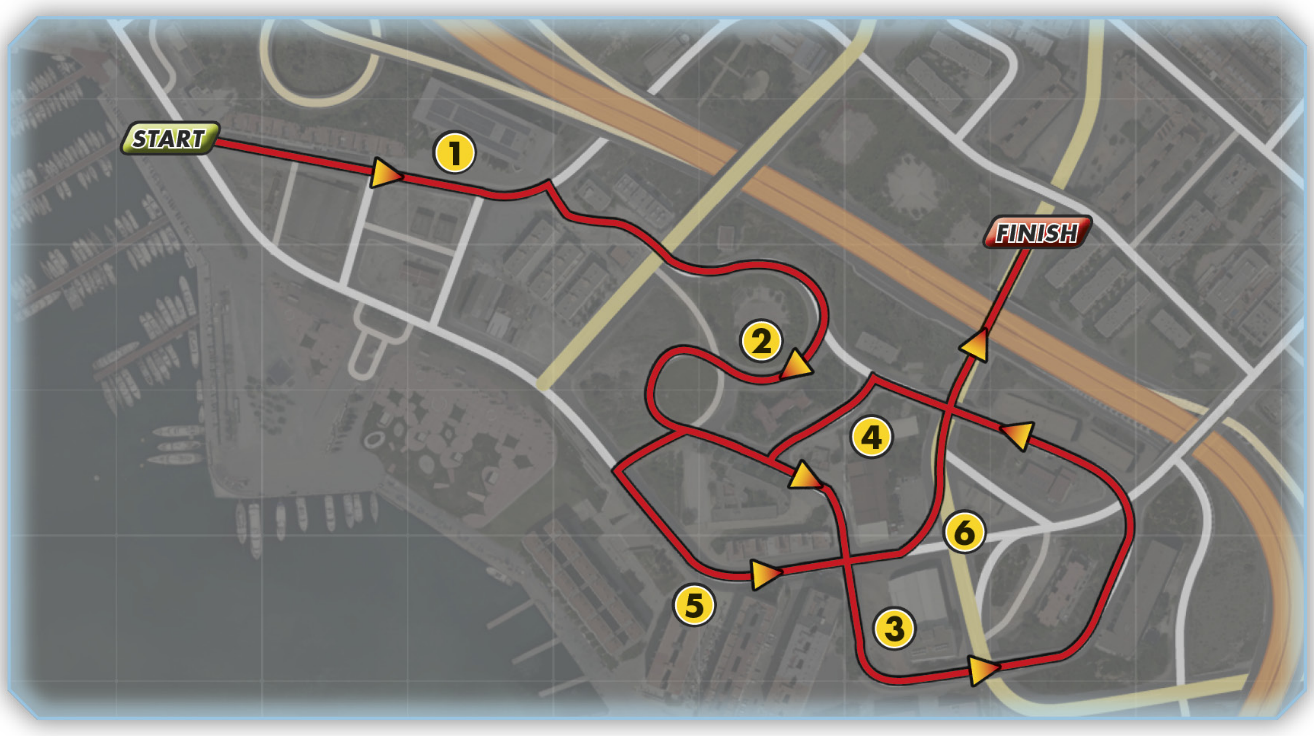
⑥ Once you get off the turn, floor it to the finish line and get there before anyone else.

Crew

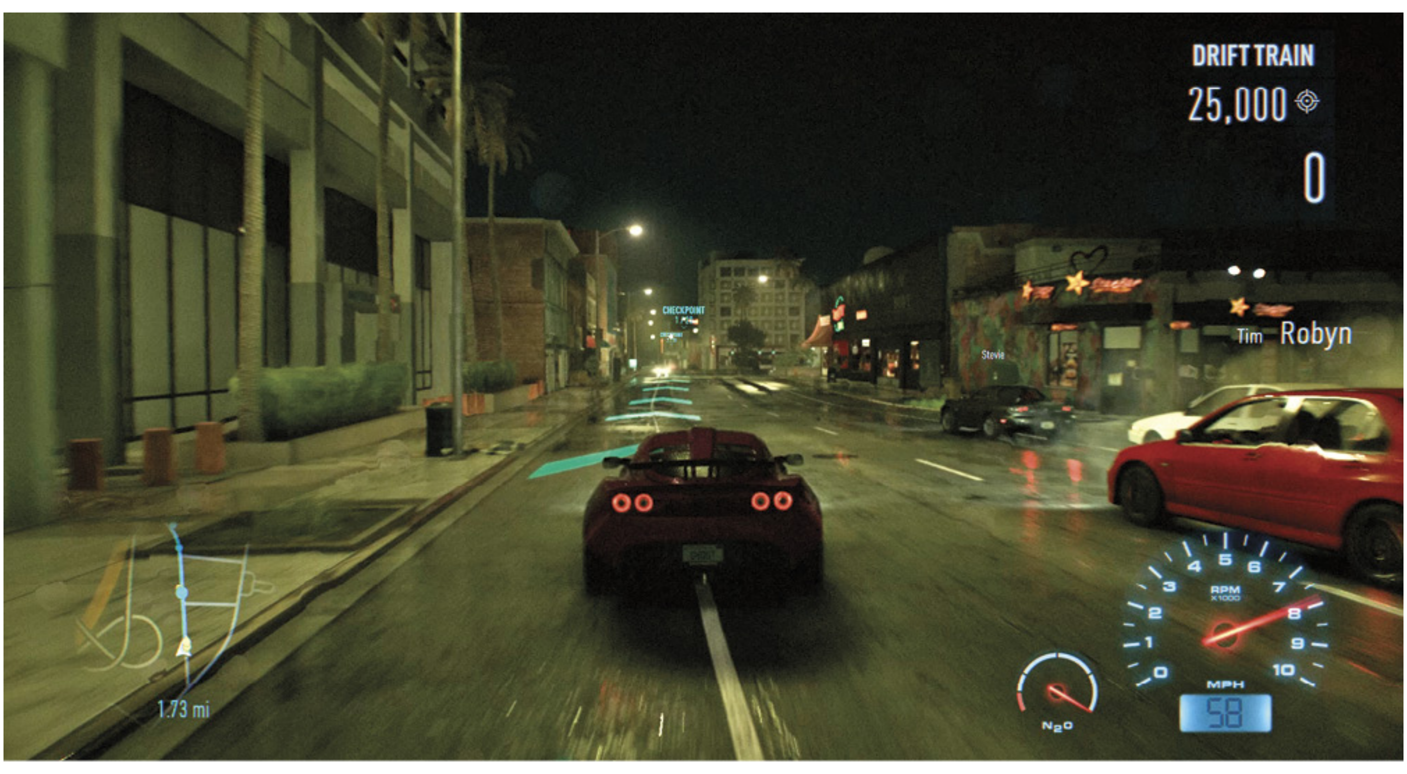
## Half Past Ignite

Robyn has another drift train planned out. However, this time it's not on some winding roads up in the hills. This one is downtown in Royal Park. There are lots of curves and tight turns here. Plus, when there's this many cars drifting in town, you can definitely expect the cops to pursue.

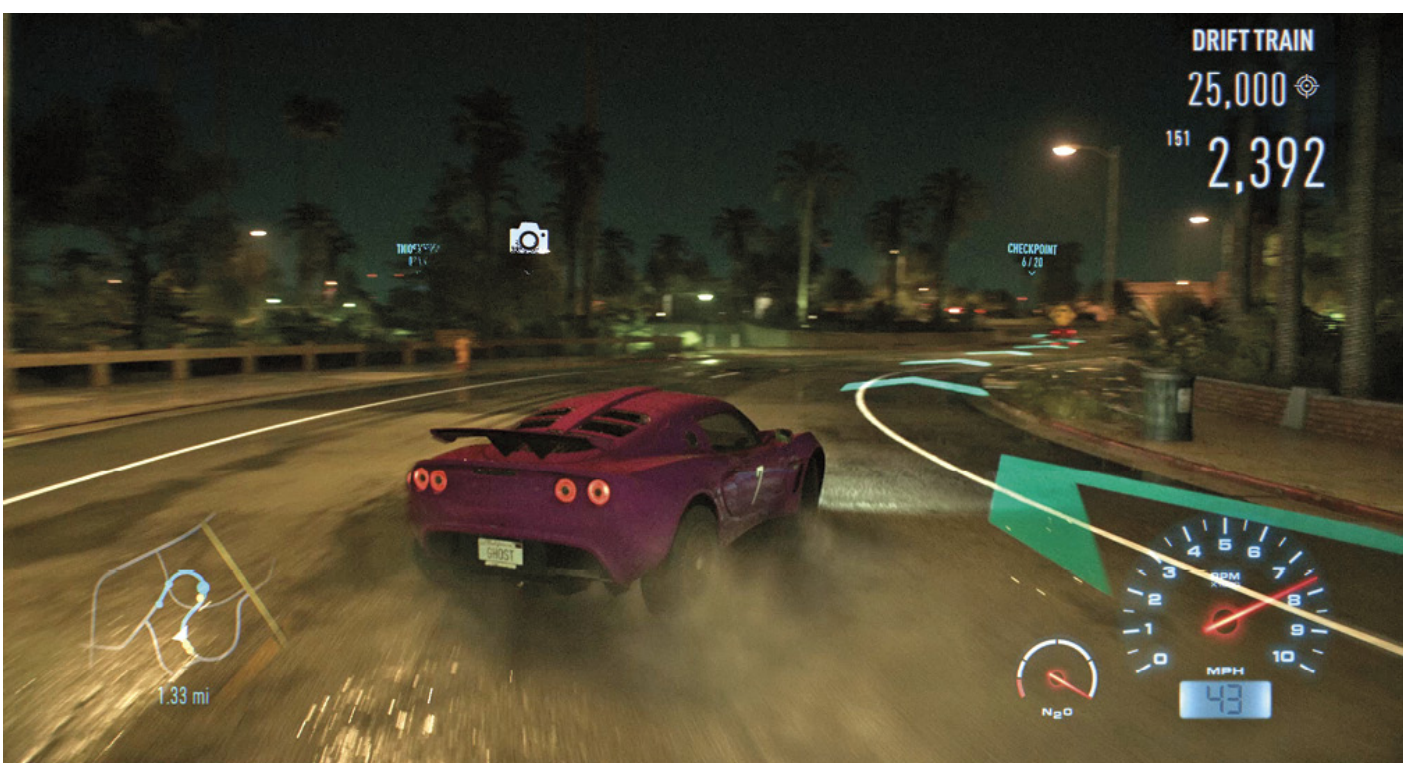
**Objective: Run the synchronized drift and get at least 16,000 Drift Score to win.**


START
①
②
③
④
⑤
⑥
FINISH

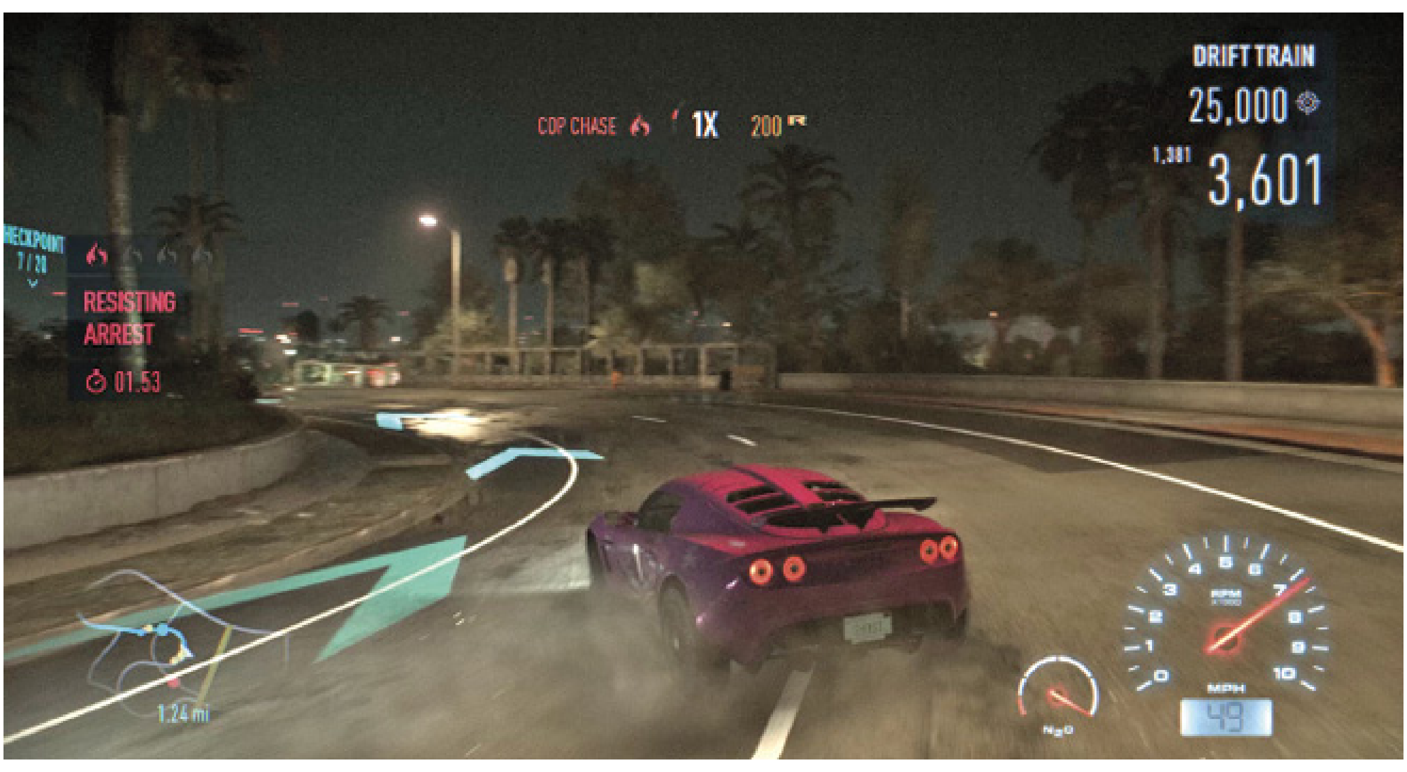
① Hit the gas at the start and get out into the lead. There's a sharp, right turn at one of the intersections, so drift around it without hitting anything to start building your score.


DRIFT TRAIN
25,000
0
Tim
Robyn
1.73 mi
58

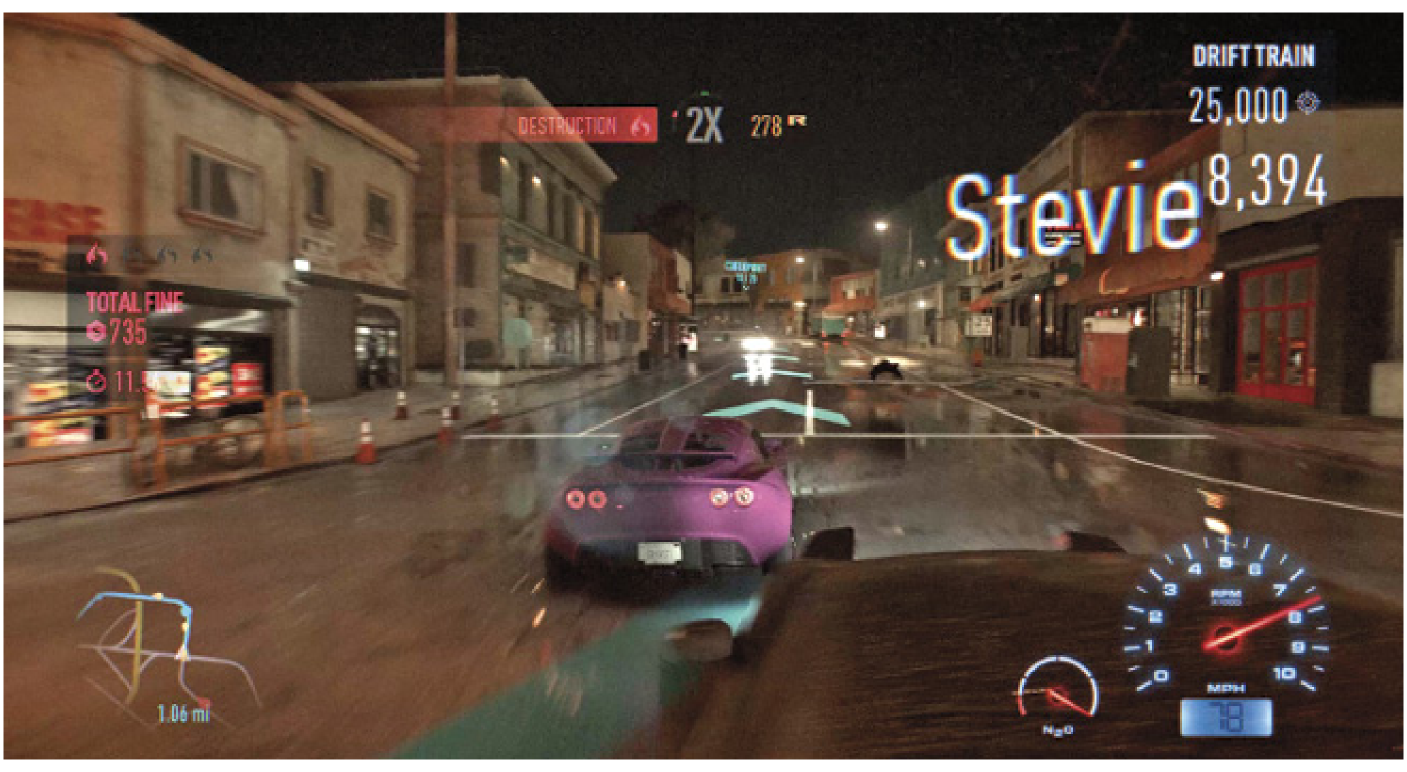
② As you approach the big turn around the little park, you must turn left before going around the larger turn to the right. Let up on the gas to take the little turn under control, then accelerate for a while before you begin drifting around the park. You then have another 180-degree turn to the left, so pick up some speed between the turns and drift.


DRIFT TRAIN
25,000
151
2,392
1.33 mi
43

③ Speed down the city streets, then drift around a tight turn to the left. The rest of the drivers now race around on this street, so keep up or stay ahead of them.


COP CHASE
1X
200
DRIFT TRAIN
25,000
1,381
3,601
RESISTING ARREST
01:53
1.24 mi
49

④ After the speed run, you now have a series of quick turns at intersections. Some are tighter than others, but all can be drifted around. Just don't let the other drivers get away from you.


DESTRUCTION
2X
278
DRIFT TRAIN
25,000
Stevie
8,394
TOTAL FINE
735
1.06 mi
38

⑤ After making a sharp left turn onto this main road, hit the gas. Drift around the first turn if you still need to increase your score. However, the rest of the drivers are speeding through this section, so don't get left in their dust.

⑥ You have one final turn here. To get more Drift Score, make it a bit tighter by following the turn lane, but make a tighter turn out in the intersection for a higher score. Then sprint the rest of the way to the finish line.

### TIP

**Robyn calls you again. She has a surprise for you back at the trailer. When you arrive, the Risky Devils are there. They are impressed with your driving so far. However, you still need to take it up a notch before you're ready to drive with them.**

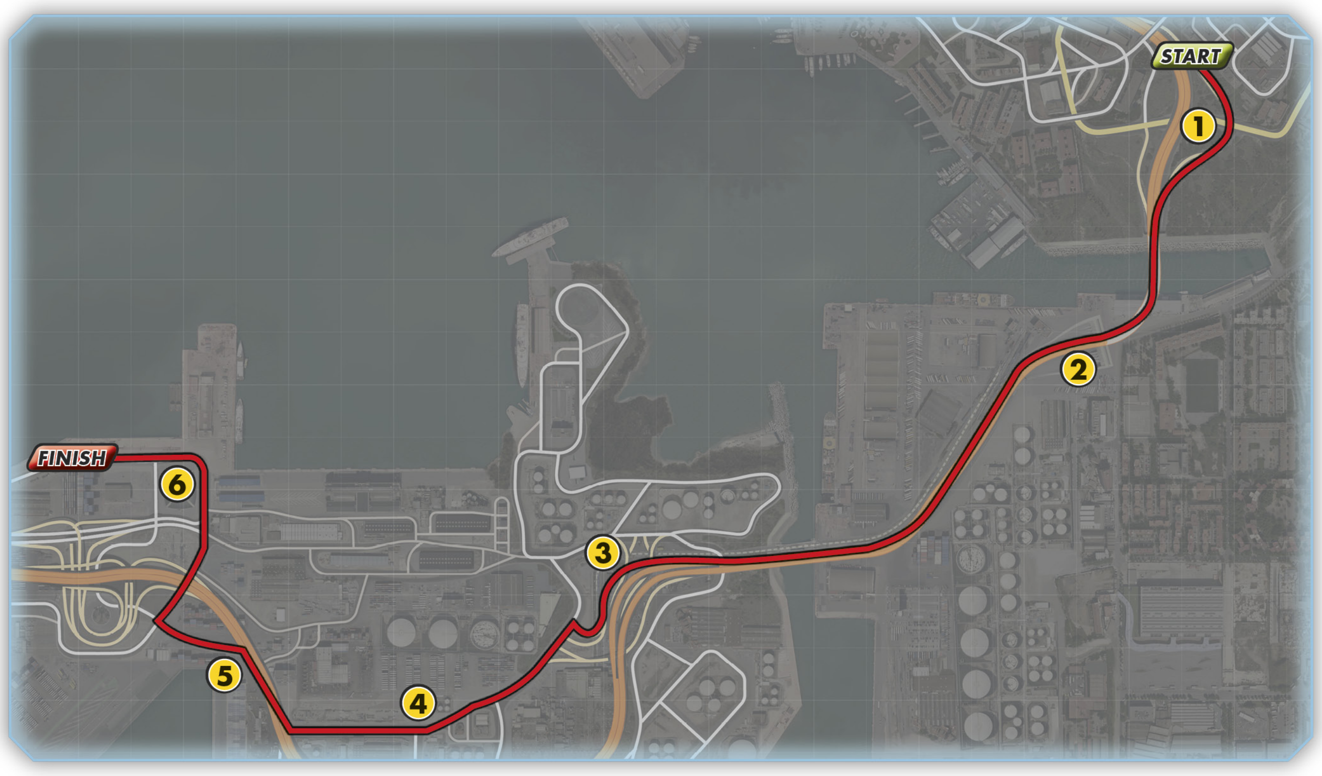
NEED FOR SPEED

Crew

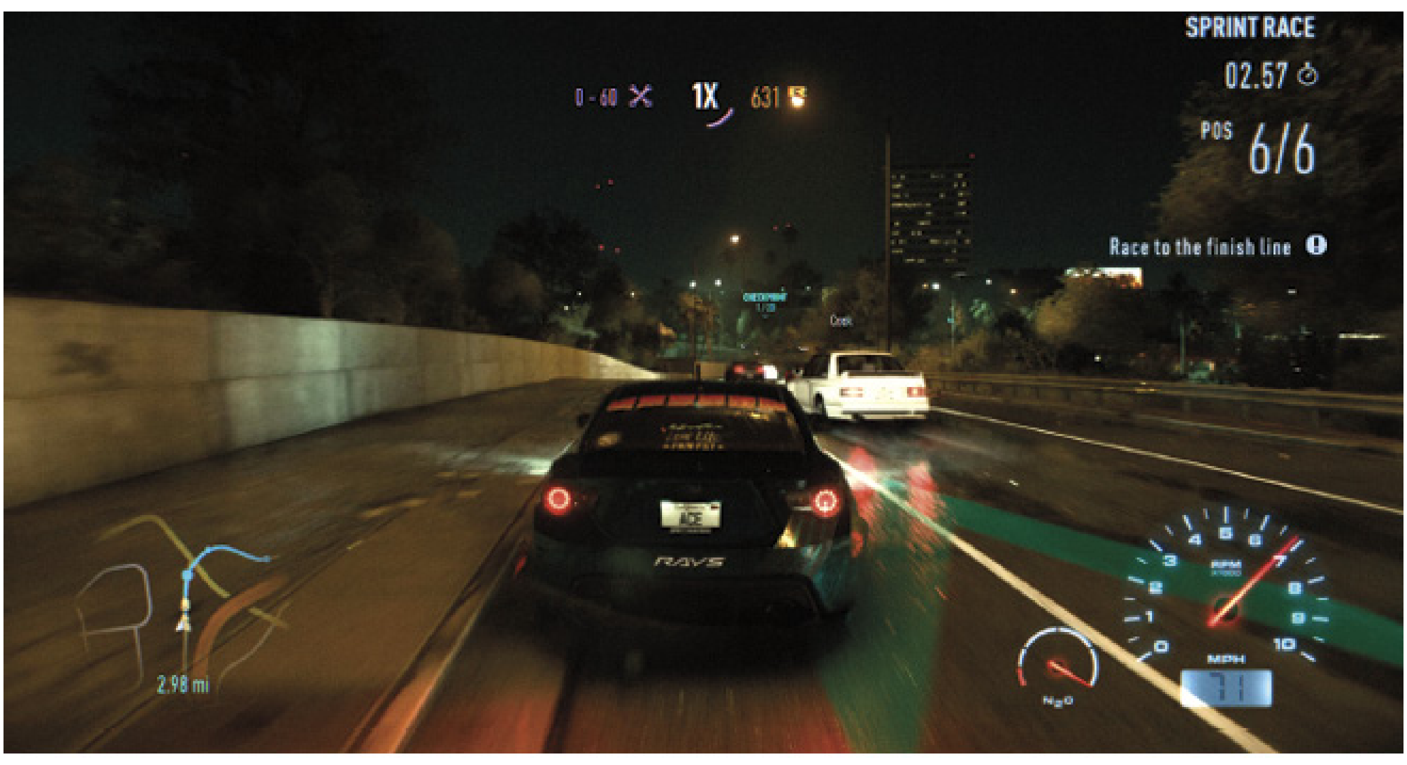
# One for All

Are you ready for another sprint race? You need to build up your street cred and show what you can do at high speeds. This is your chance to learn and improve your skills, as well as make some cash for upgrading your ride. This sprint takes the freeway from Royal Park to South Port, and then finishes with some fast driving down city streets.

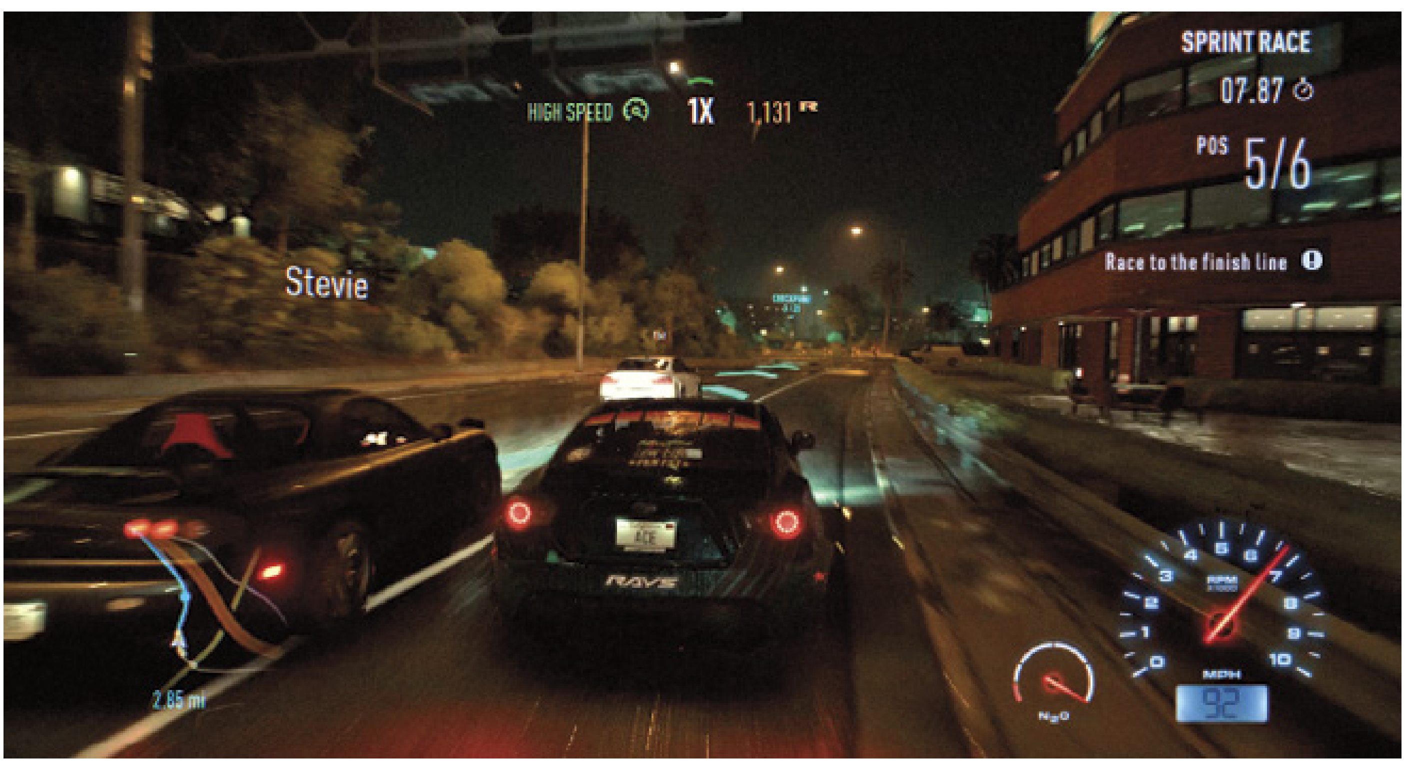
**Objective: Race to the finish line and be the first one across to win.**


START
1
2
3
4
5
6
FINISH

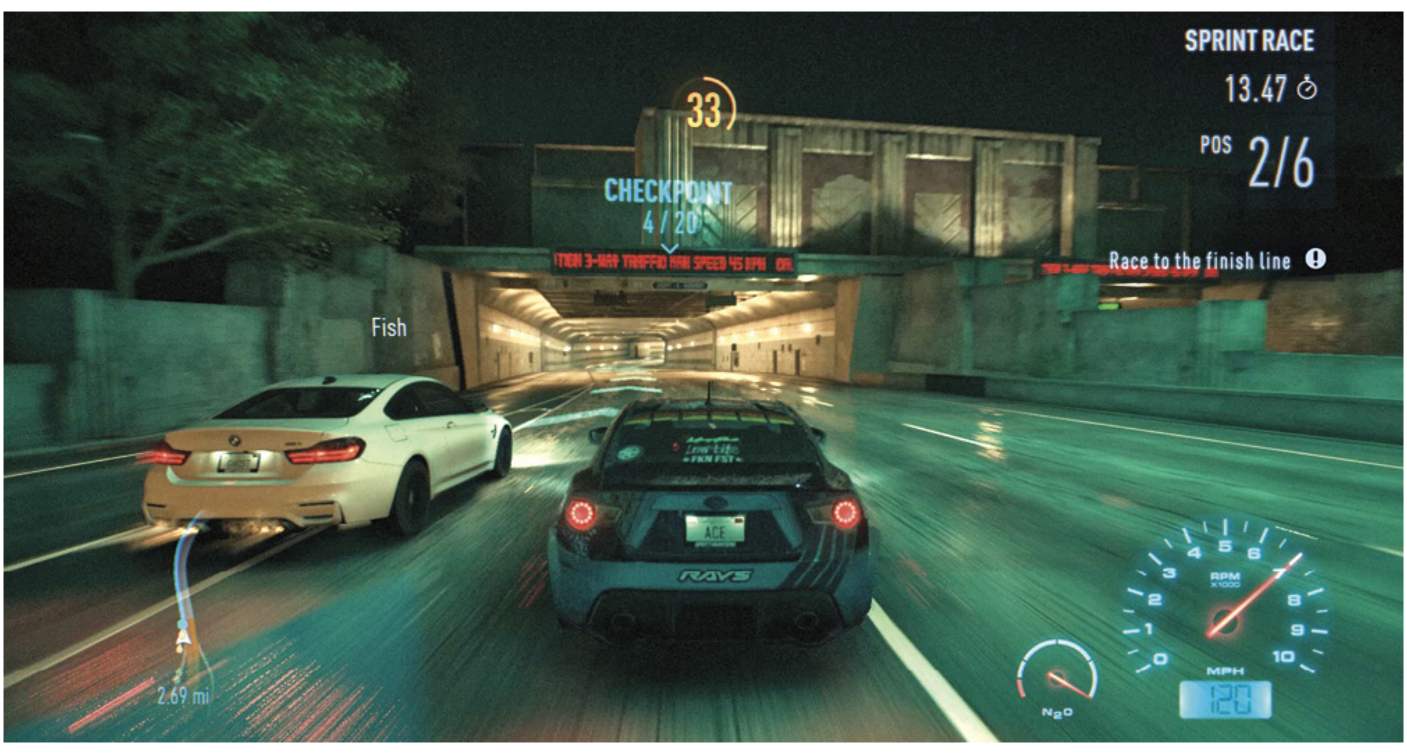
① The race starts out on the off-ramp to the freeway. However, you're using it to get onto the freeway. There's a tight turn at the beginning, but you can take it without slowing down since you're still accelerating up to top speed. Then just continue onto the freeway.


SPRINT RACE
02.57
POS 6/6
Race to the finish line
0 - 60
1X
631
2.98 mi
31

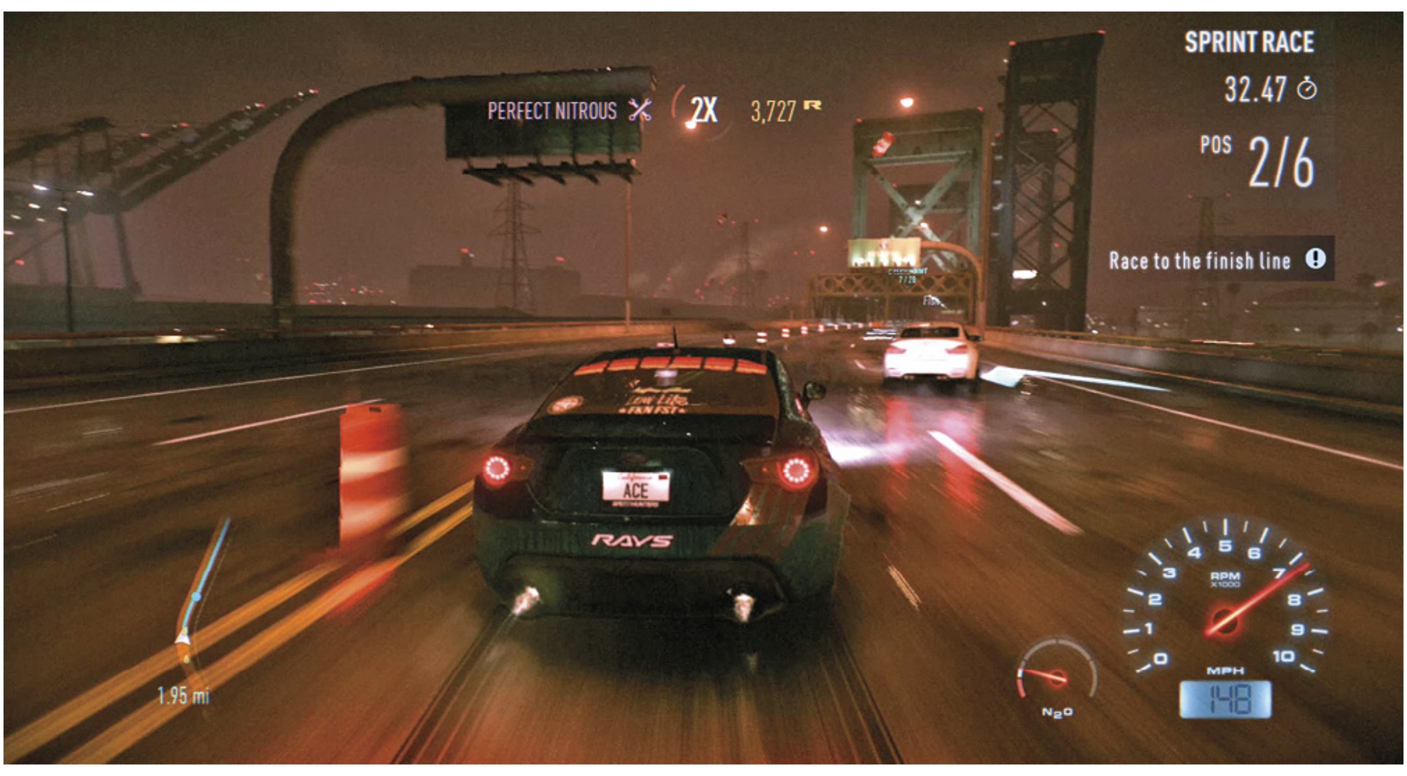
② Use caution as you go around the turn in the tunnel. Once you get past it, put the pedal to the metal. There are five other racers in this event and some of them have pretty fast cars. Sprint all the way to South Port and try to get out in the lead. Use your nitrous if you brought some along.


SPRINT RACE
07.87
POS 5/6
Race to the finish line
HIGH SPEED
1X
1,131
Stevie
2.85 mi
92

③ The off-ramp at South Port has a couple turns. Slow down before taking the wider one to the left, then slow down some more to take the sharper turn to the right. By this time, you can race around the left turn at the intersection.


SPRINT RACE
13.47
POS 2/6
Race to the finish line
33
CHECKPOINT
4 / 20
Fish
2.69 mi
120

④ You now have a speed run through the industrial sector of South Port. Drive as fast as you can along this stretch.


SPRINT RACE
32.47
POS 2/6
Race to the finish line
PERFECT NITROUS
2X
3,727
1.95 mi
148

⑤ At the end of the speed run, you have a turn to the right as the road goes under the freeway. Stay to the middle of this turn or you may hit obstacles on either side of the road if you go too tight or too wide. There's another turn to the left and then a tight turn at the intersection. Stay under control—you cannot afford to crash here.

⑥ This final leg is another sprint with a turn to the left. It's wide, so you can take it fast. Powerslide if necessary, then floor it all the way to the finish line.

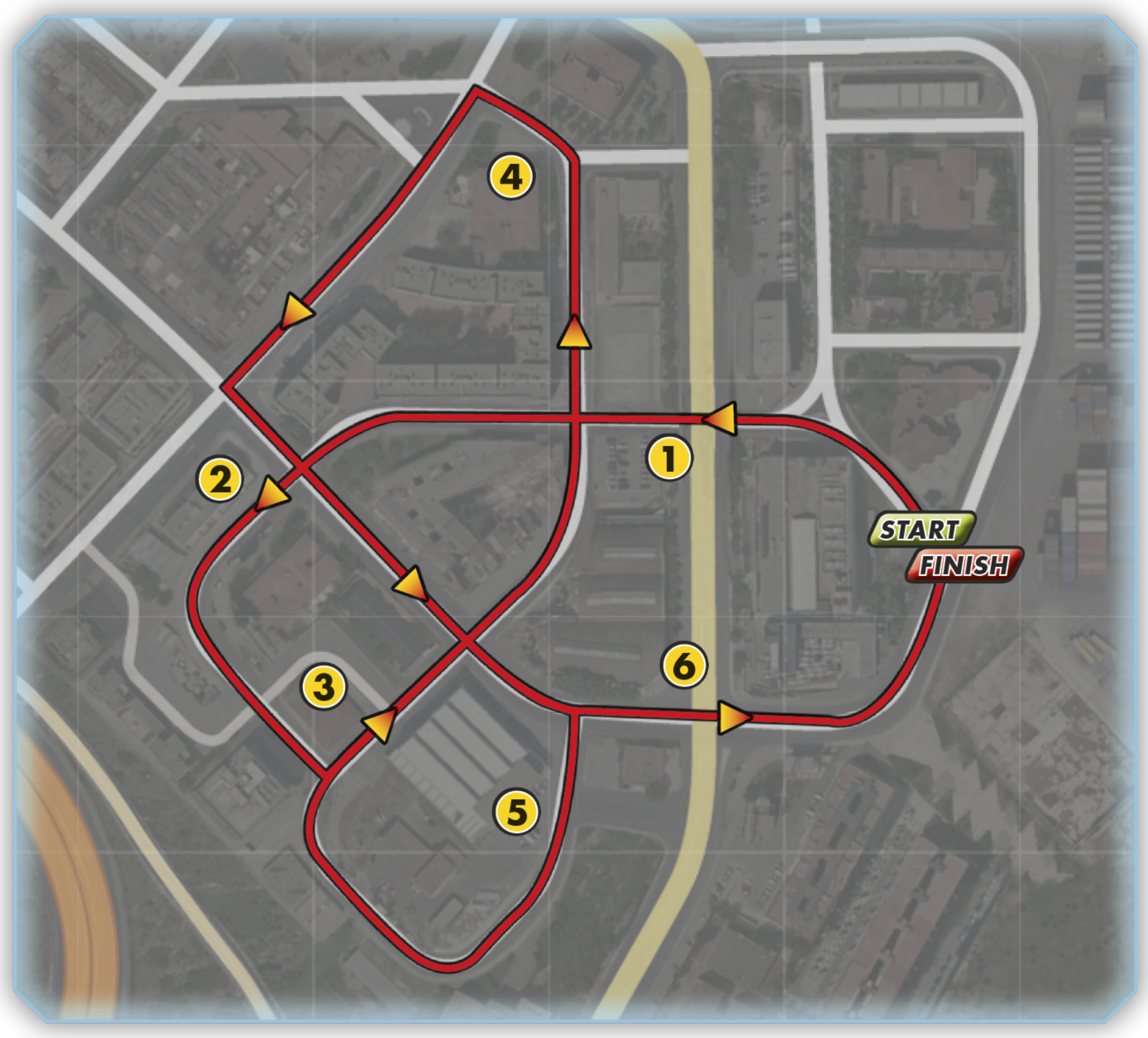
NEED FOR SPEED

Crew

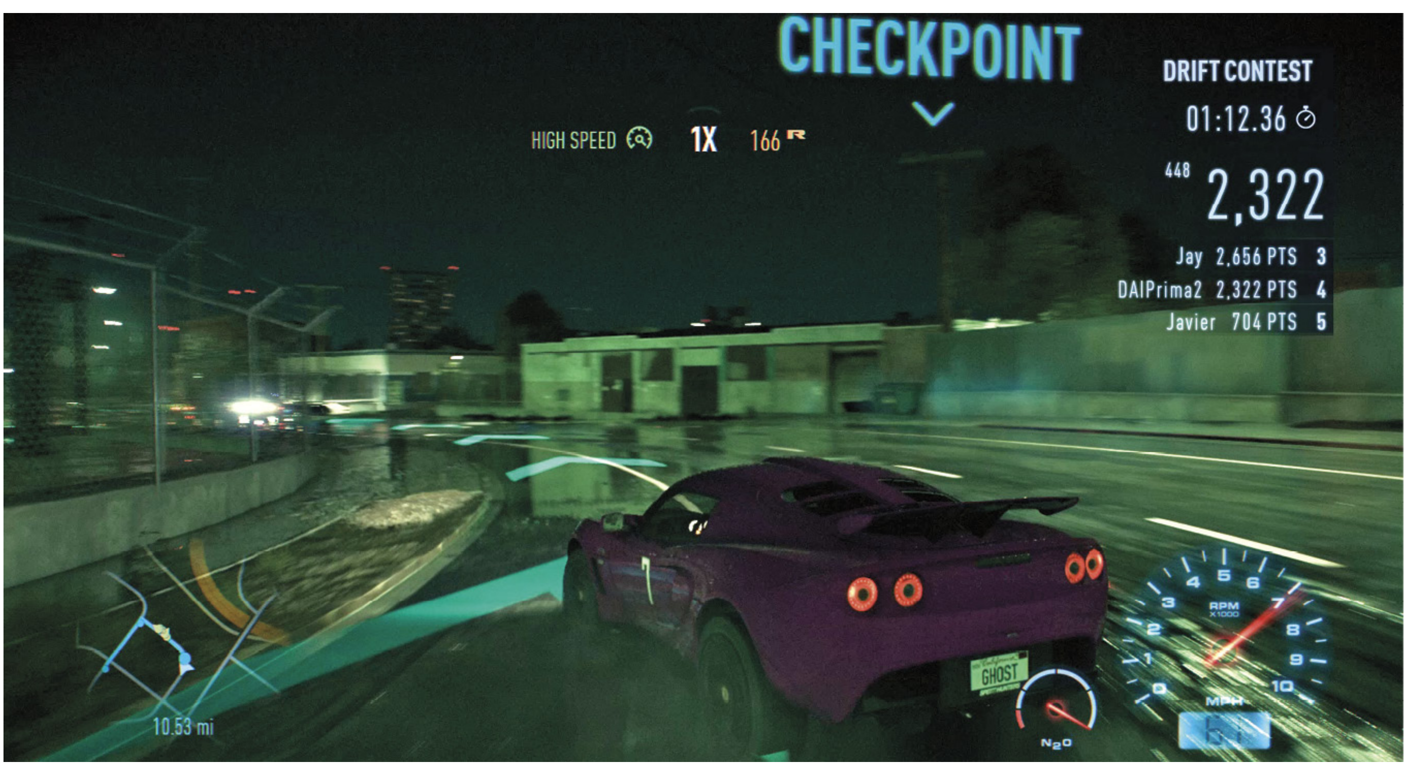
# Lock It Down

You got the speed, but do you have the style? Robyn has a drift contest set up for you next. Meet her in Royal Park and drift with other drivers around the turns and curves of the city. This is a quick drift contest and you need to get as many drifts as you can within 1:30.

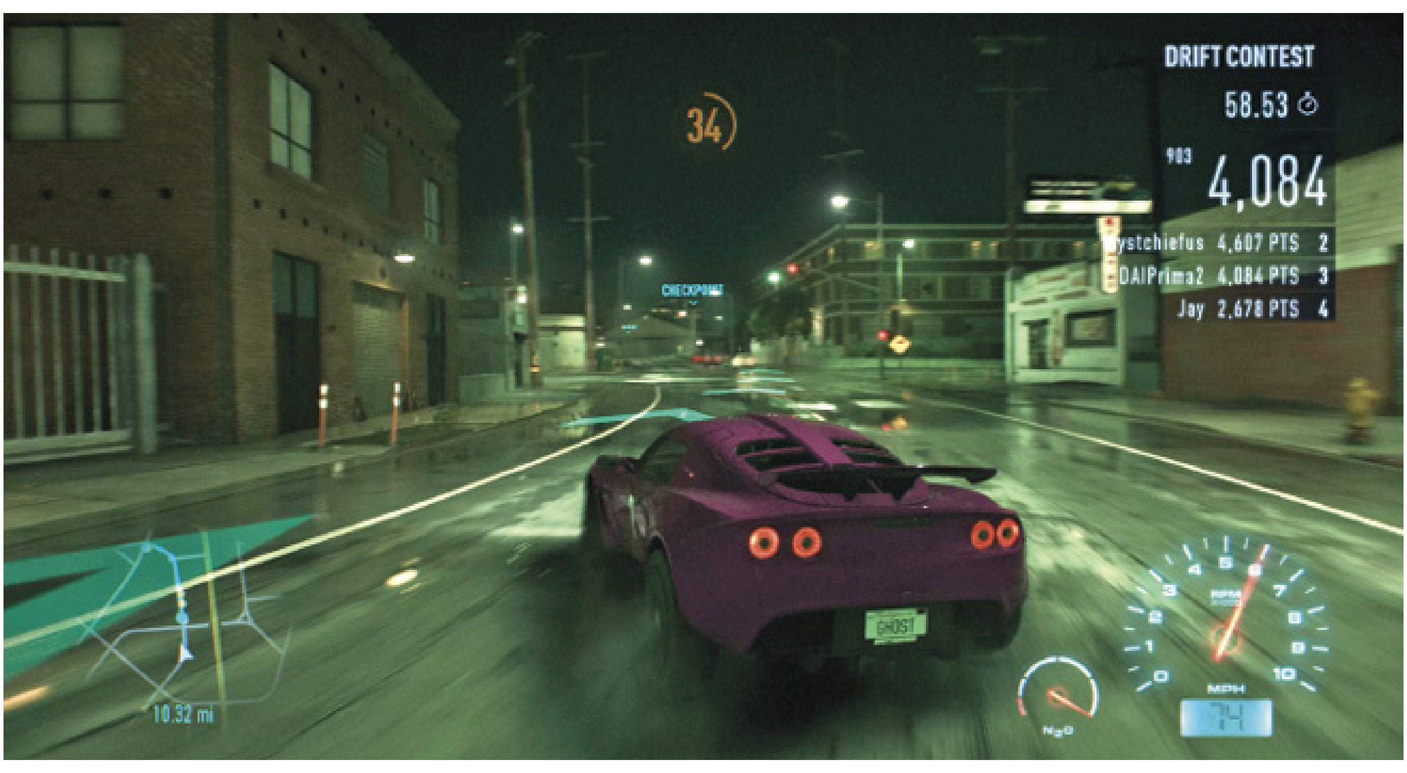
**Objective: Earn the most Drift Score to win.**


START
FINISH
1
2
3
4
5
6

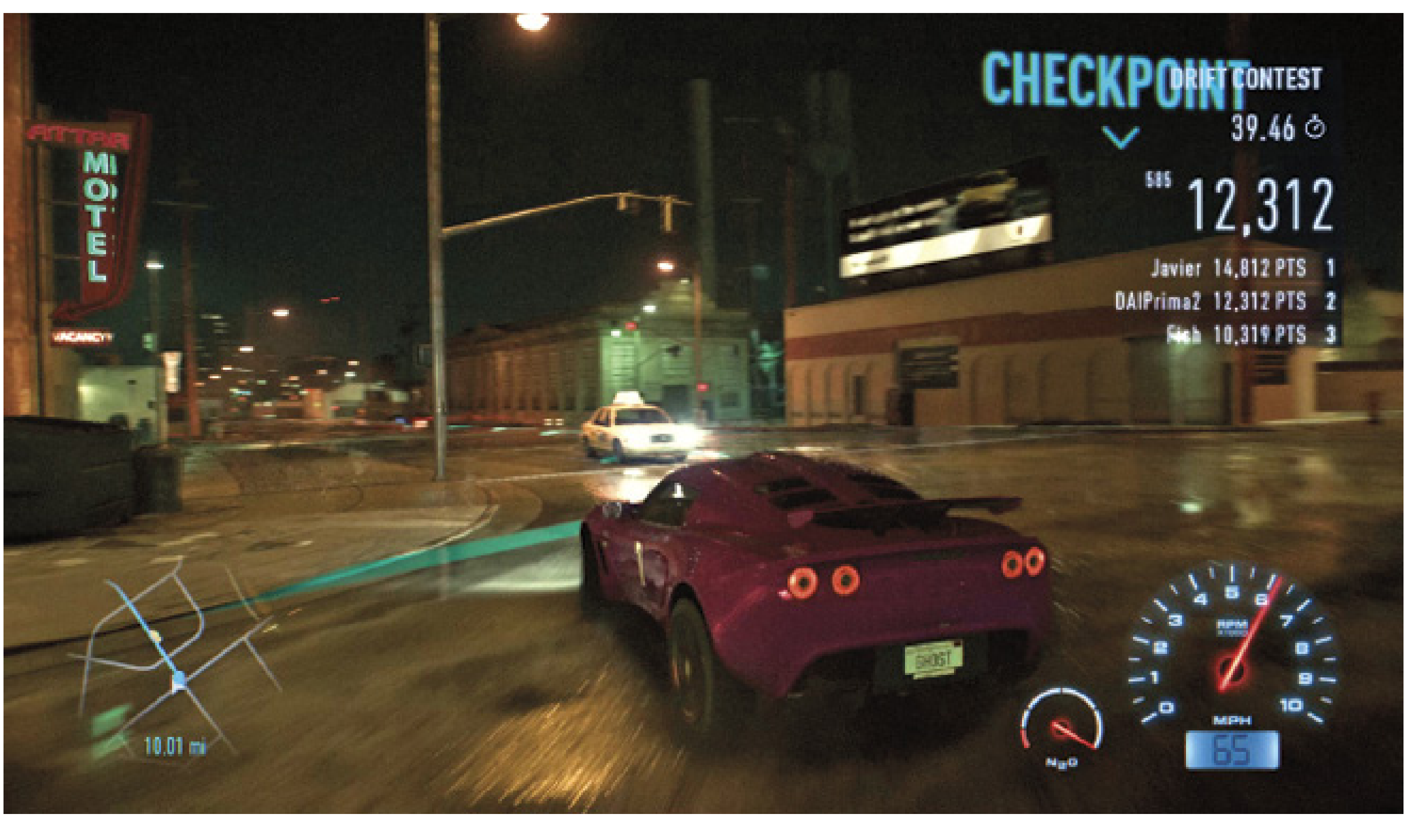
① Accelerate at the start and try to get out in front of the other five drivers so you're in the lead at the first turn to the right. You don't want to be drifting at the same time as other cars and risk hitting them and losing any score for that drift.


CHECKPOINT
HIGH SPEED
1X
166
DRIFT CONTEST
01:12.36
448
2,322
Jay 2,656 PTS 3
DAIPrima2 2,322 PTS 4
Javier 704 PTS 5
RPM X1000
GHOST
N2O
MPH

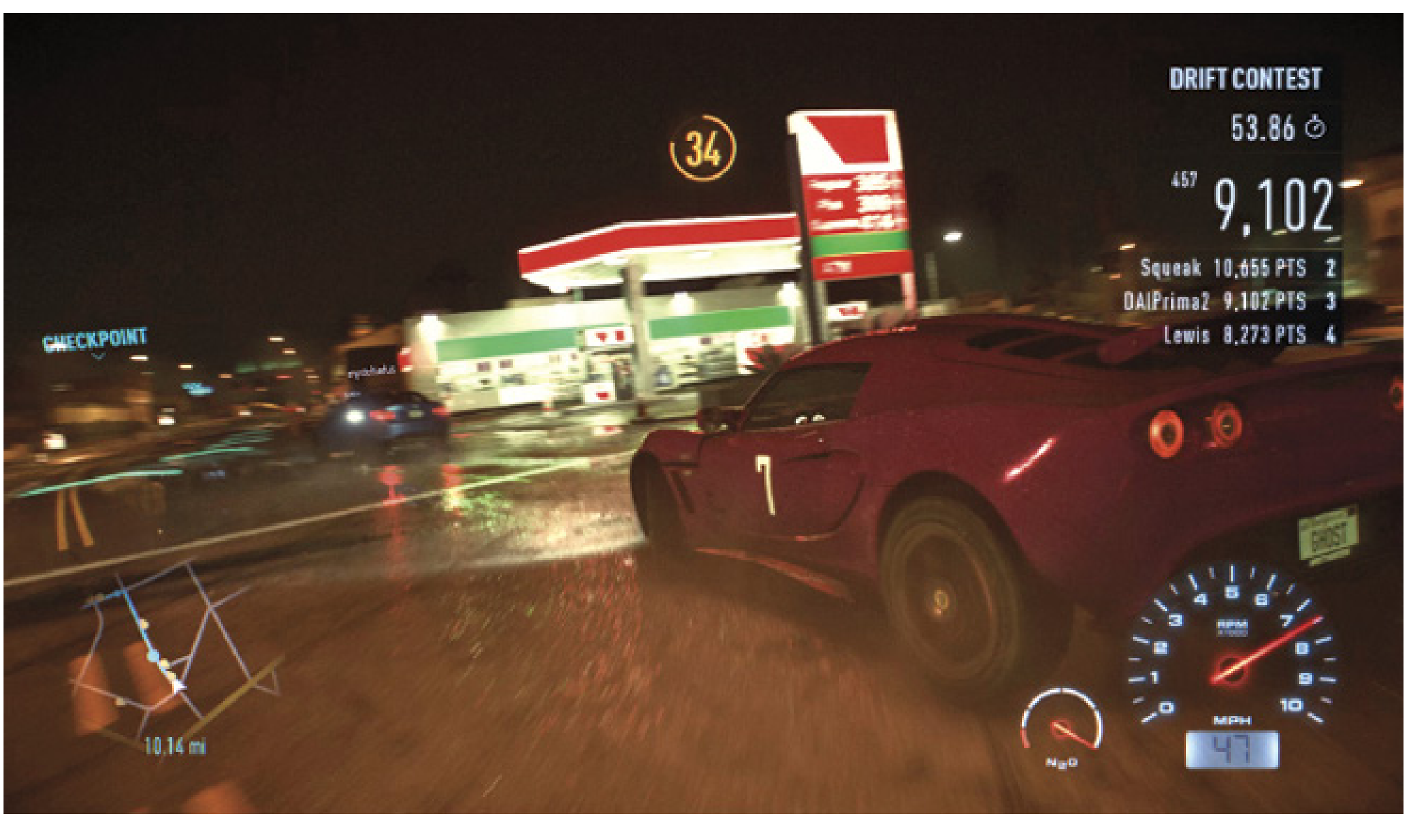
② Pick up speed after the first corner, then take the next turn as quickly as you can. It's a wide one, so you have plenty of room. Don't worry if the other cars pass you. That can actually be a good thing since they are not in your way while you're drifting. Then you can concentrate on getting the best drifts and not worry about colliding with another racer.


34
DRIFT CONTEST
58.53
903
4,084
ystchiefus 4,607 PTS 2
DAIPrima2 4,084 PTS 3
Jay 2,678 PTS 4
GHOST
N2O
MPH
74

③ This is a tight turn to the left at an intersection. Drift around it, then floor it. There's a slight turn to the left halfway through this section, so score some more with a quick drift around it.


MOTEL
CHECKPOINT
DRIFT CONTEST
39.46
585
12,312
Javier 14,812 PTS 1
DAIPrima2 12,312 PTS 2
10,319 PTS 3
GHOST
N2O
MPH
65

④ After this brief speed run, you have a couple left turns in a row. The second one is tighter than the first, but you can drift around both. Don't slow down as much on the first one and take it fast so you have enough speed to drift around the second. Then speed up along a straightaway before you have to make another left turn at the next intersection.


34
CHECKPOINT
DRIFT CONTEST
53.86
457
9,102
Squeak 10,655 PTS 2
DAIPrima2 9,102 PTS 3
Lewis 8,273 PTS 4
GHOST
N2O
MPH
41

⑤ Floor it so you have plenty of speed for the next turns. This section has four right turns in a row. The key here is to regain your speed between each one.

⑥ Now head back toward the start. There are three turns that take you around to begin the course again. Since this is a short run, you will probably not be able to make it around the entire course again before time runs out.

NEED FOR SPEED

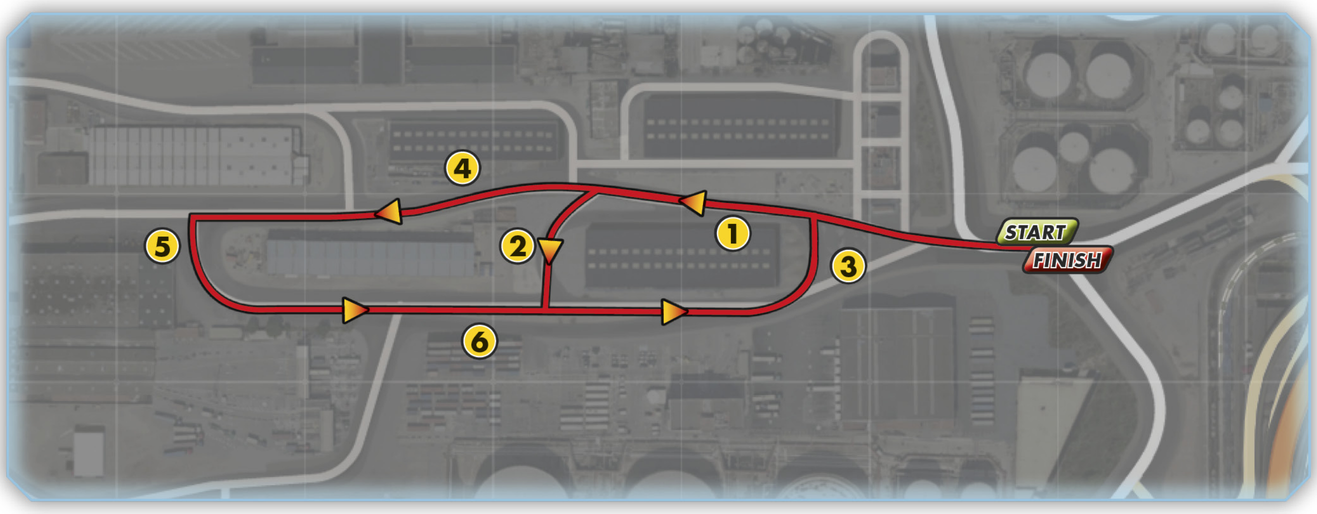
Crew

## One in Many

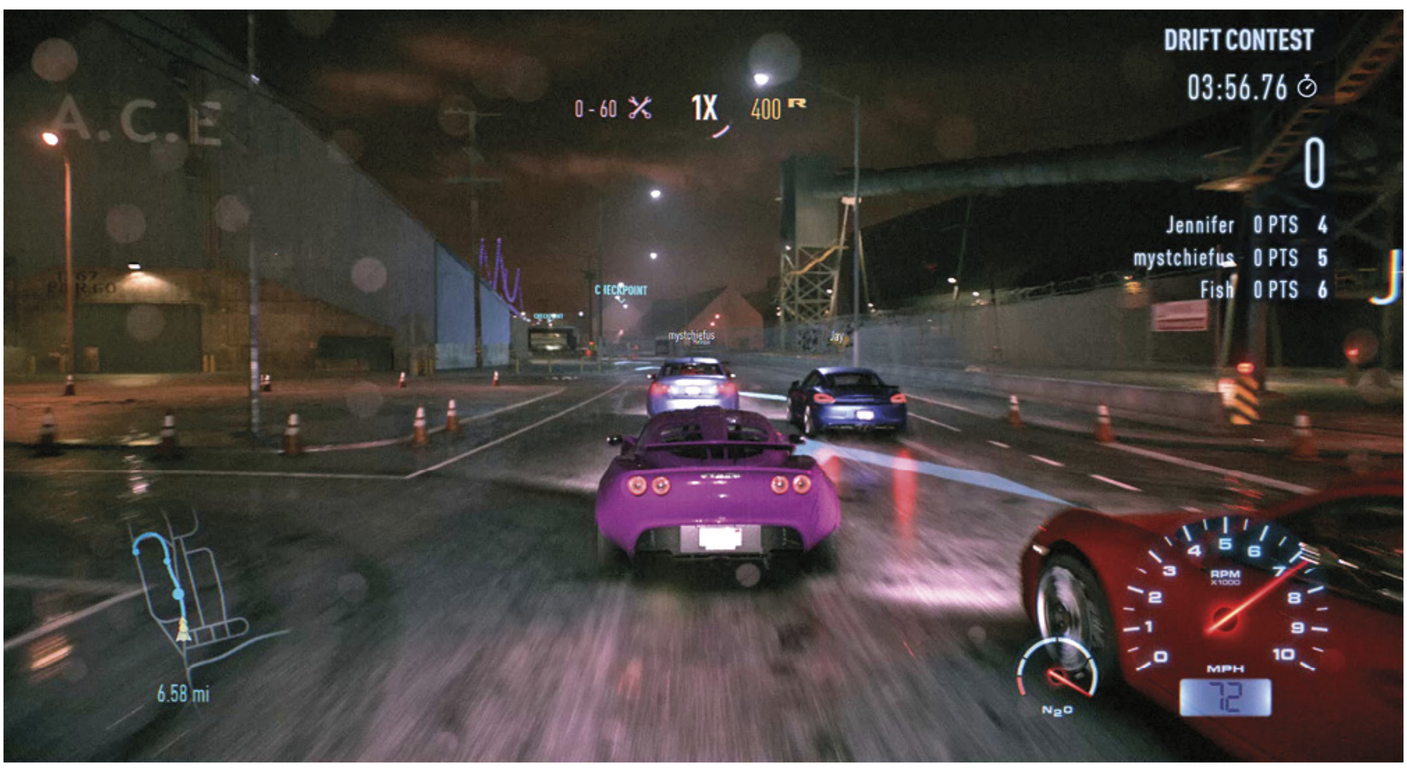
Fish from the Risky Devils gives you a call this time. He is headed to South Port and wants to know if you would like to do some drifting with him. He has a short course with some tight curves.

He's bringing along four of his friends, so there will be six of you drifting a short course. Plus, this contest is four minutes long, so you have time to run the course several times. Avoid collisions that prevent you from scoring.

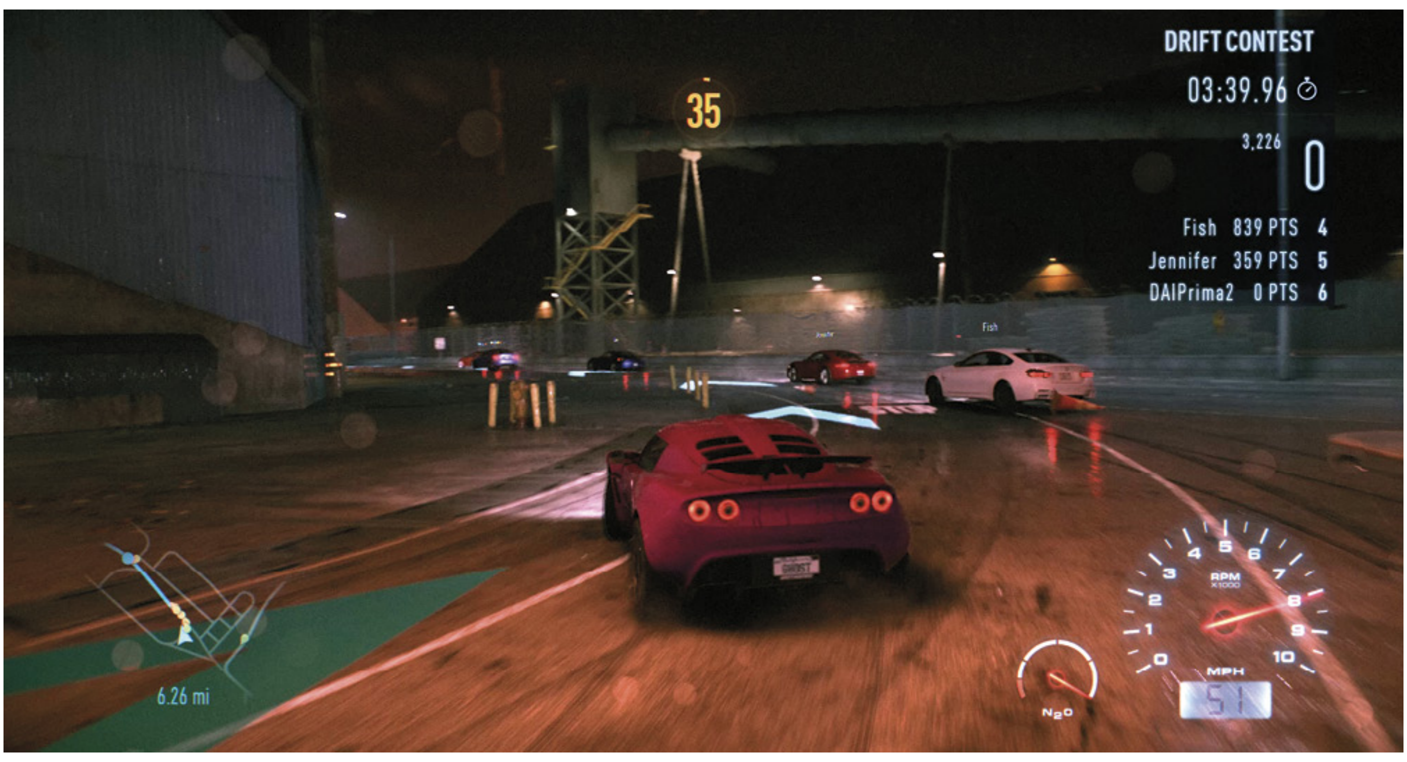
**Objective: Earn the most Drift Score in 4:00 to win.**


START
FINISH
①
②
③
④
⑤
⑥

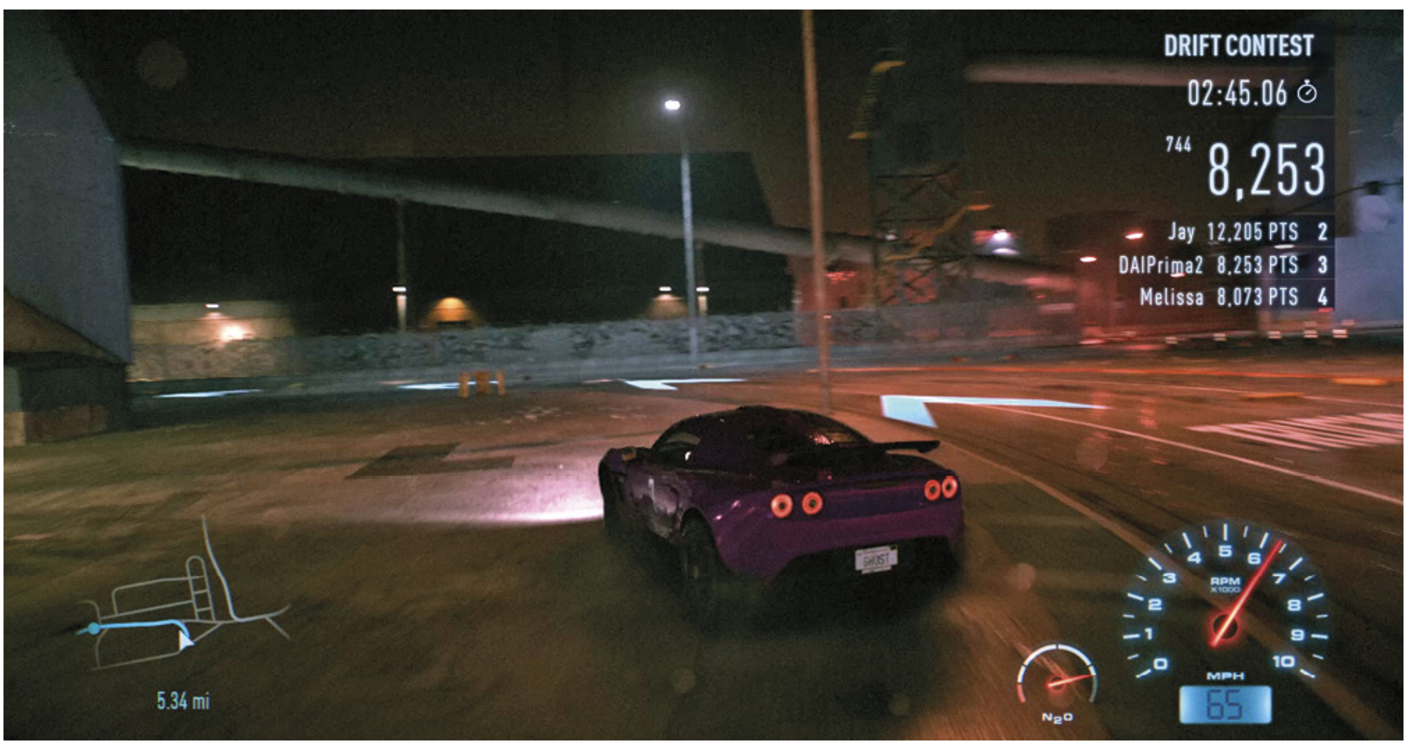
① You are basically drifting around two large warehouses. Pick up speed as you get started, then be ready to take a ramp to the left that takes you around the first warehouse.


DRIFT CONTEST
03:56.76
0
Jennifer 0 PTS 4
mystchiefus 0 PTS 5
Fish 0 PTS 6
0 - 60
1X
400
6.58 mi
72

② Either get out in front or let the other cars pass you when you get to this turn. It's tight and narrow and it is difficult to drift around with another car without colliding. Speed up as you exit.


DRIFT CONTEST
03:39.96
3,226
0
35
Fish 839 PTS 4
Jennifer 359 PTS 5
DAIPrima2 0 PTS 6
6.26 mi
51

③ You have a short run to another turn around the other end of the first warehouse. This one is wider, so there's more room for drifting.


DRIFT CONTEST
02:45.06
744
8,253
Jay 12,205 PTS 2
DAIPrima2 8,253 PTS 3
Melissa 8,073 PTS 4
5.34 mi
65

④ Floor it as you make a speed run past the first warehouse, as well as the second.

⑤ Be careful on this turn. It has a divider between two lanes here. You are taking the farther lane, so drift a bit later. It's hard to see the divider until you start going around the turn—and then it's too late. You don't want to crash into the divider and, if you turn into the wrong lane, you must turn around and go back to take the correct lane to hit the next checkpoint.

⑥ This is another speed run past both warehouses. Race down this stretch, and then take a turn—the same one you did at point 3—and start the course over again. You can easily make four or five laps around this course within the time limit.

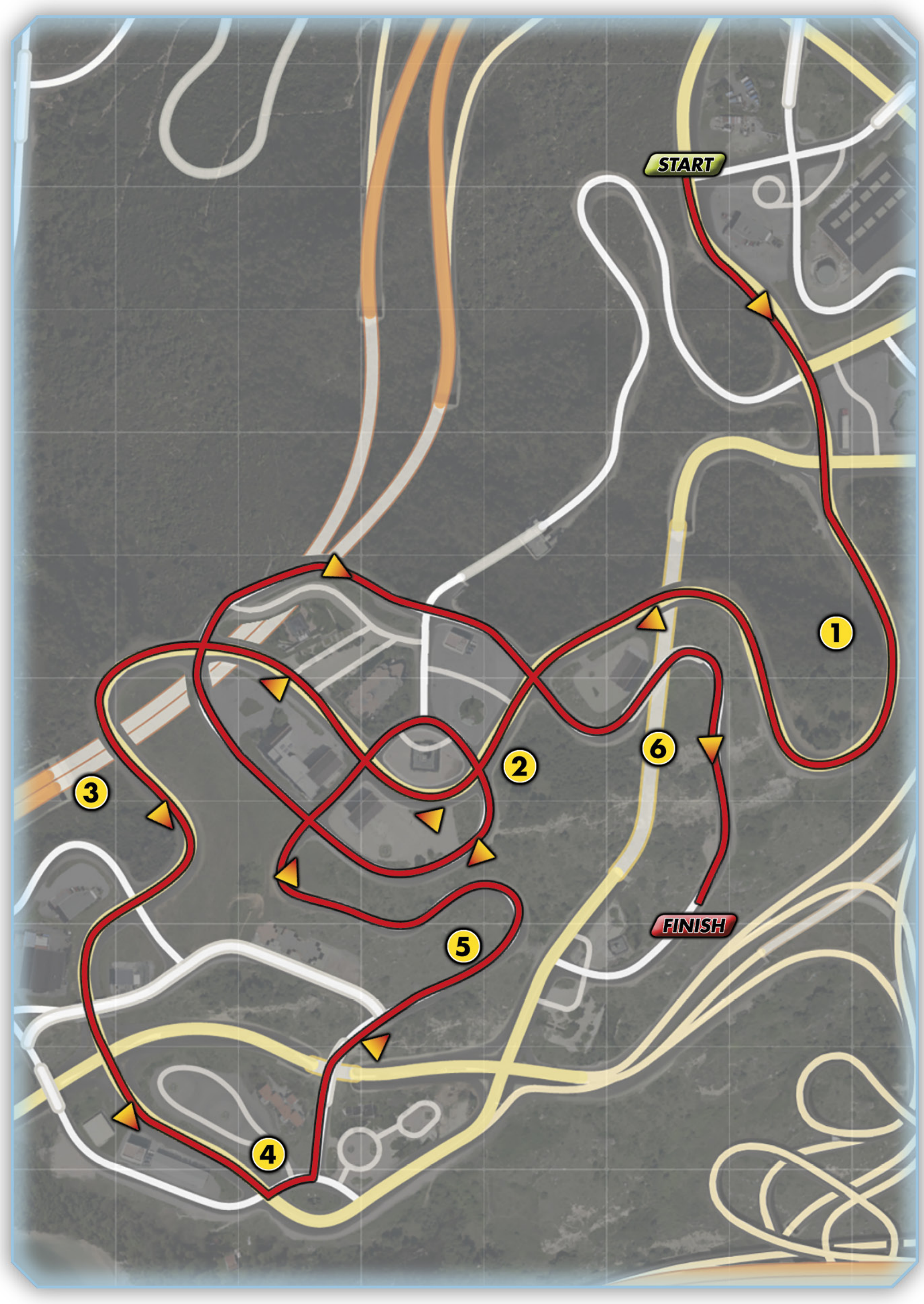
NEED FOR SPEED™

Crew

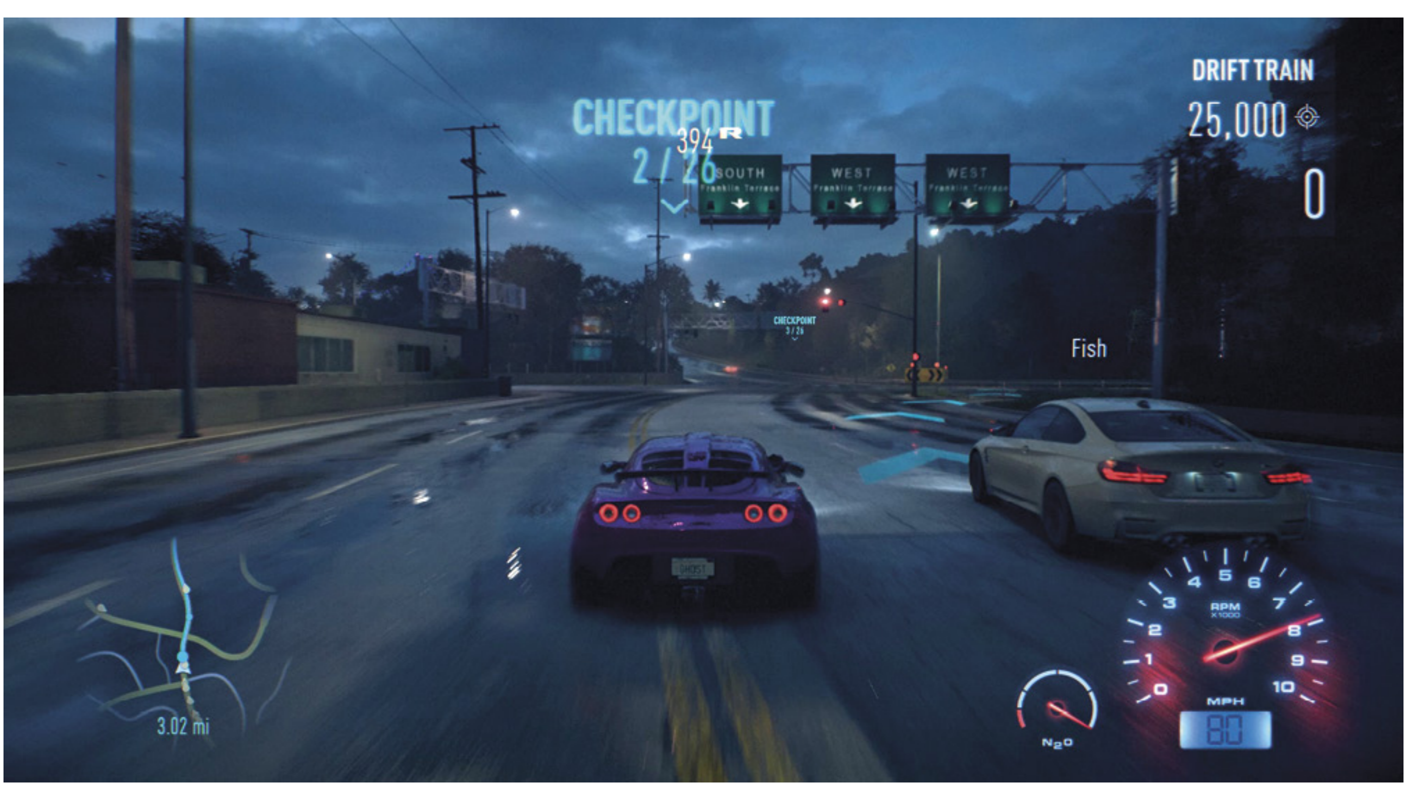
# Chasing Devils

Now that you have improved your racing and drifting, it's time to try another drift train. This one is longer than previous drift trains and takes place on the city streets of Franklin Heights. Remember, in a drift train, you need to stay close to the other racers to earn Drift Score.

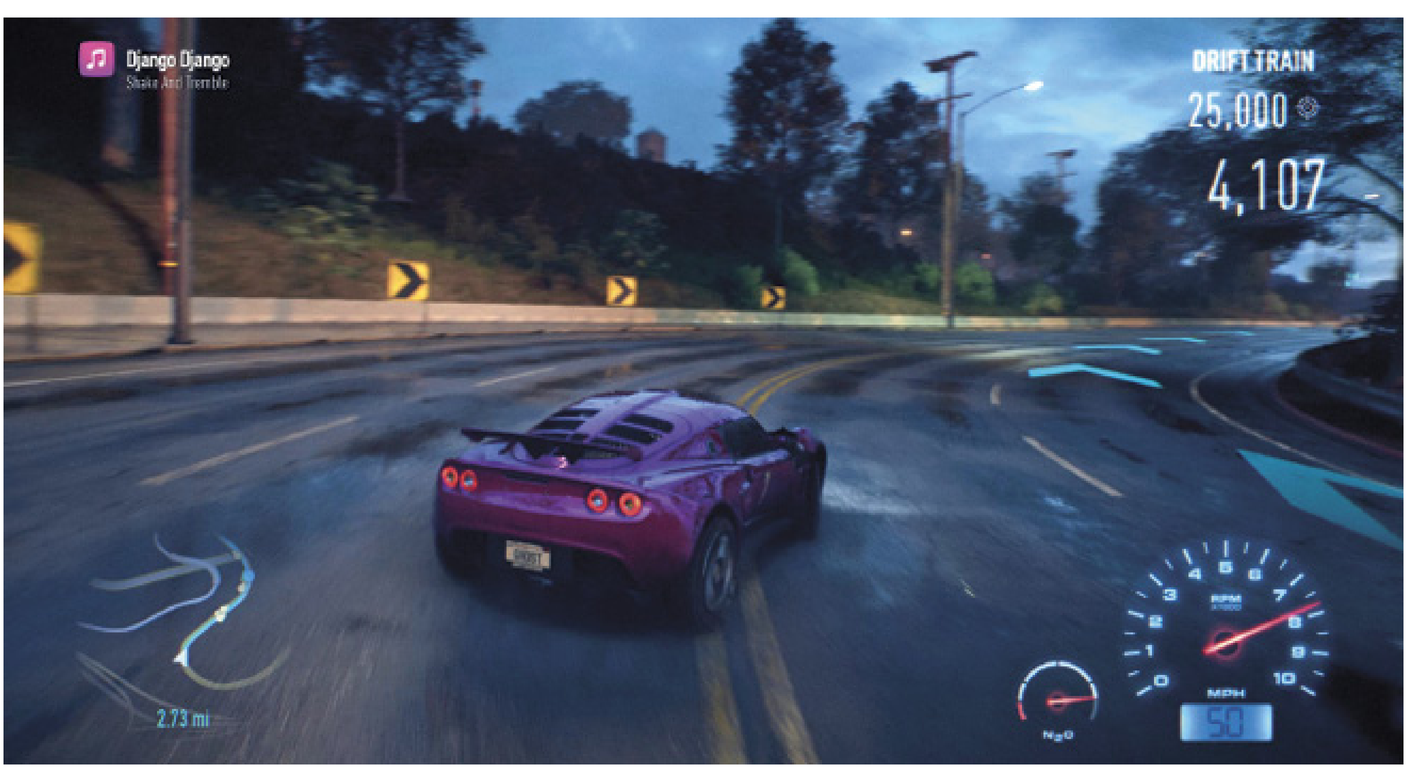
**Objective: Run the synchronized drift and get at least 73,000 Drift Score to win.**


START
1
2
3
4
5
6
FINISH

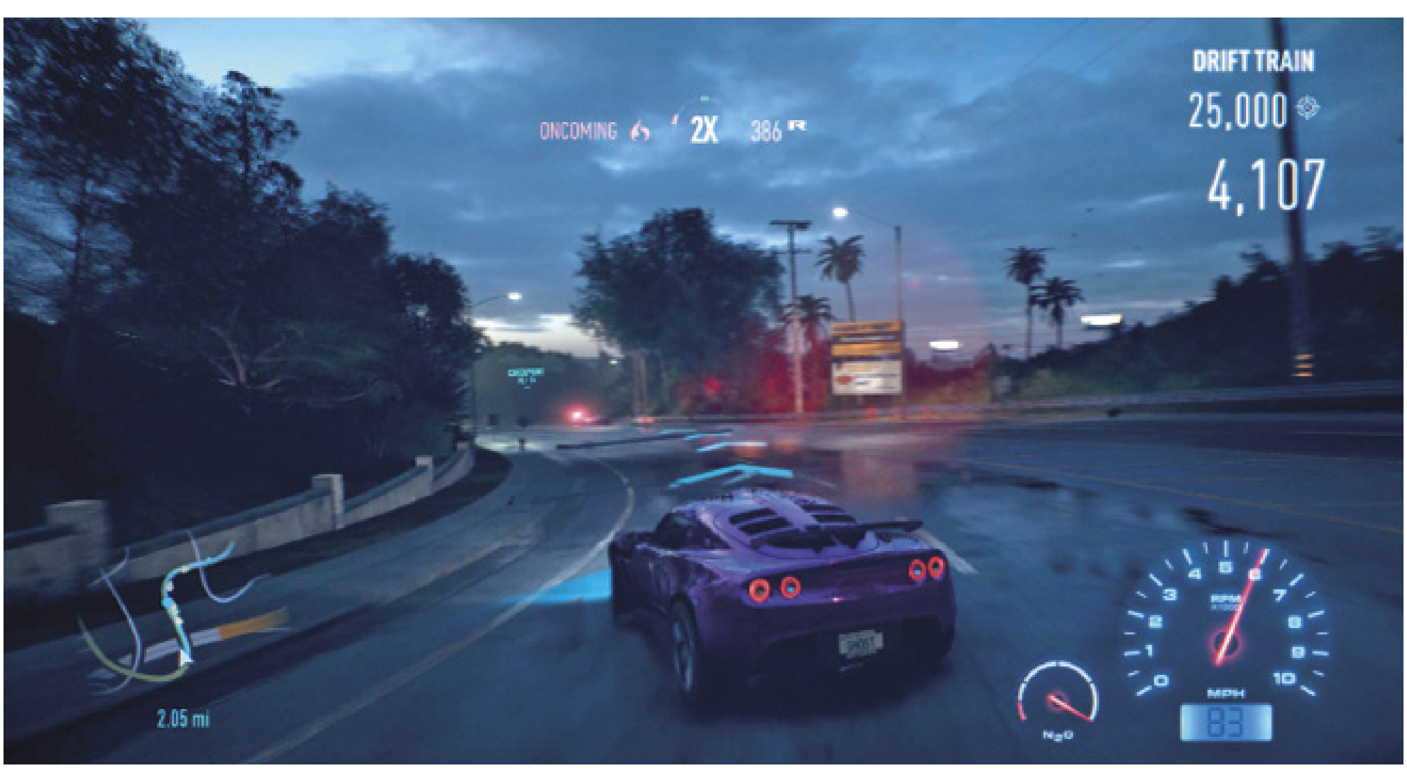
① You start out on a straightaway. Punch it and get out in front of the others. The first turn is wide, so take it fast and keep your car in the middle of the road. There's another one shortly after the first that's sharper and to the left, so let up on the gas as you approach, then drift around it as you enter Apollo Heights where the remainder of the contest takes place.


CHECKPOINT
2 / 26
394
SOUTH
WEST
WEST
DRIFT TRAIN
25,000
0
Fish
3.02 mi
N₂O
MPH
80

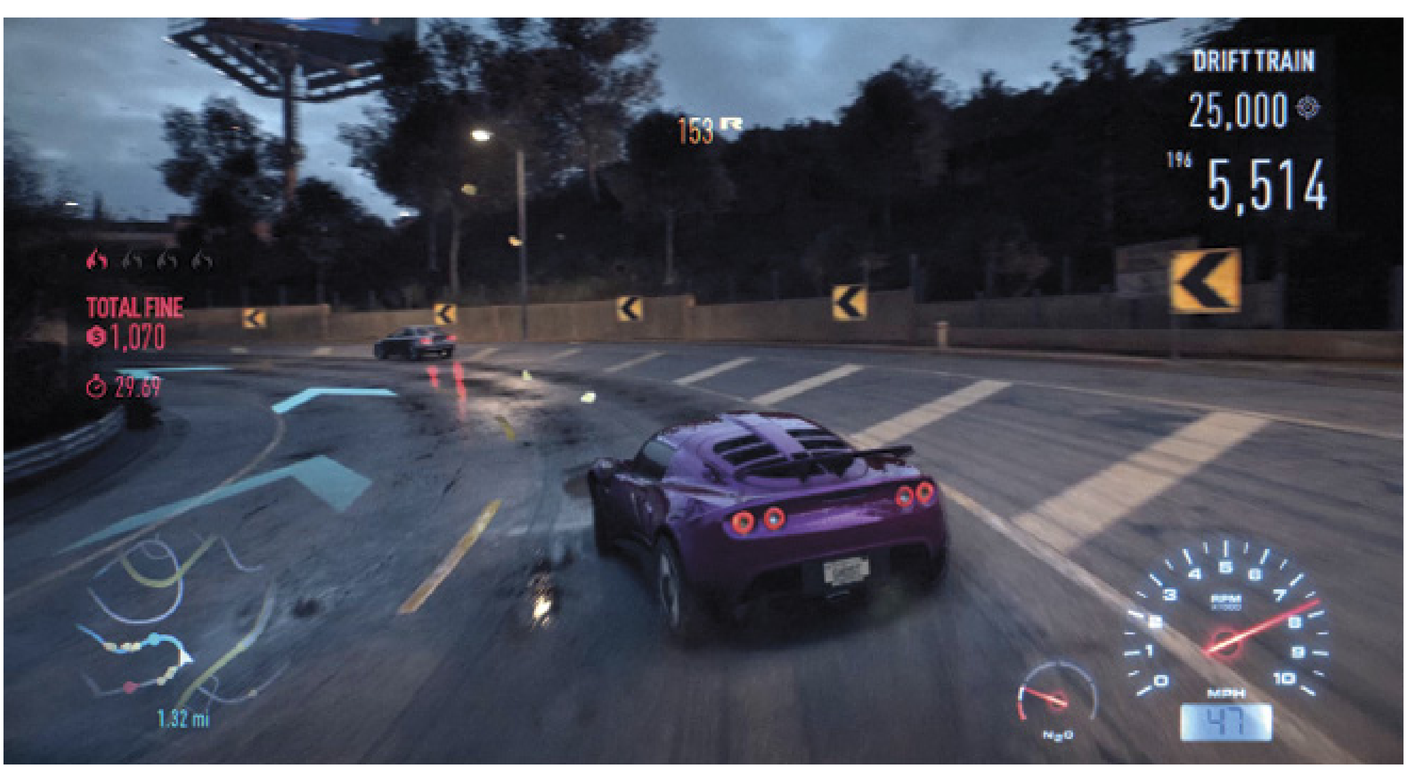
② The turns in this section look tight, but are on wide streets so you can drift them at high speed. After the first one to the right, you have a longer turn to the left that starts wide and gets tighter at the end.


Django Django
Shake And Tremble
DRIFT TRAIN
25,000
4,107
2.73 mi
N₂O
MPH
50

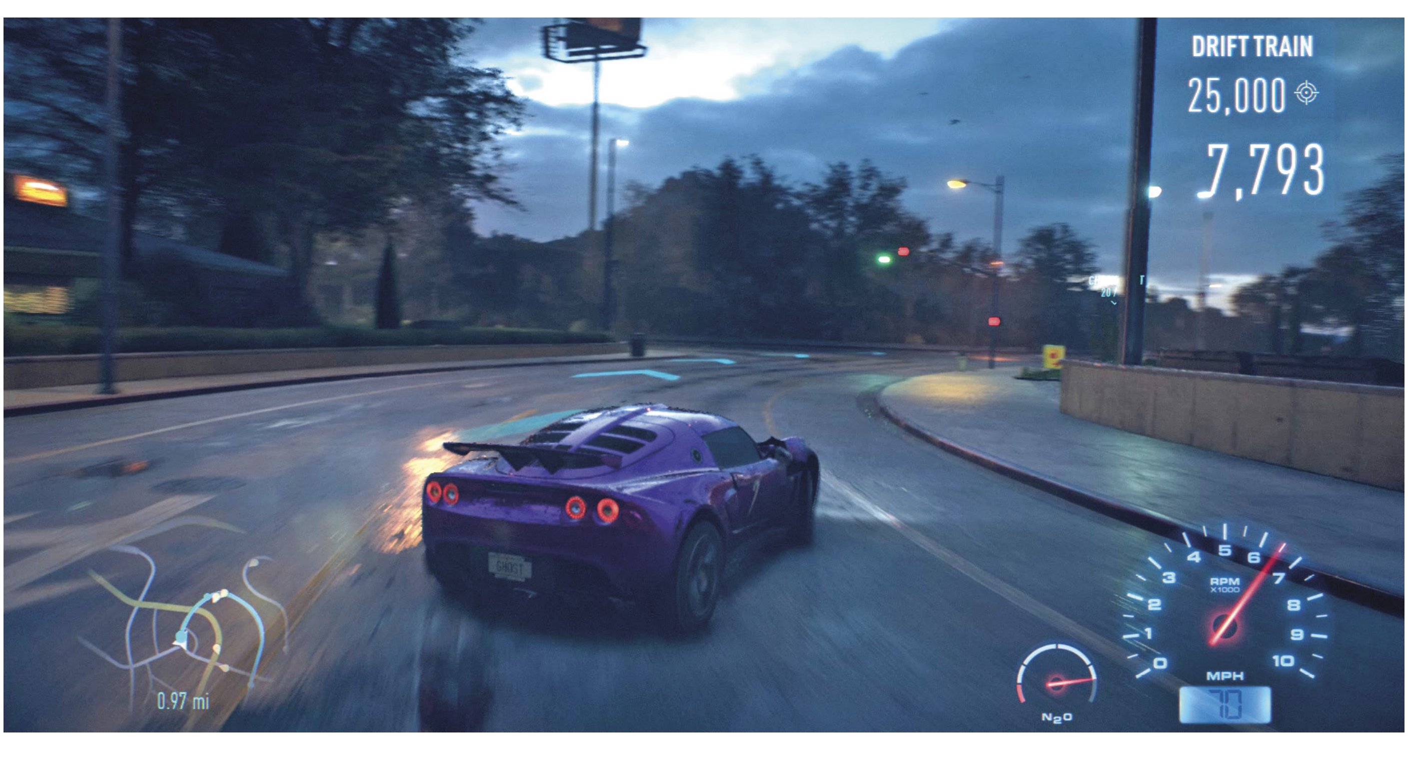
③ These two alternating turns, which take you right and then left, can be tight if you're going fast. Let up on the gas as you enter, then accelerate out of them.


ONCOMING
2X
386
DRIFT TRAIN
25,000
4,107
2.05 mi
N₂O
MPH
83

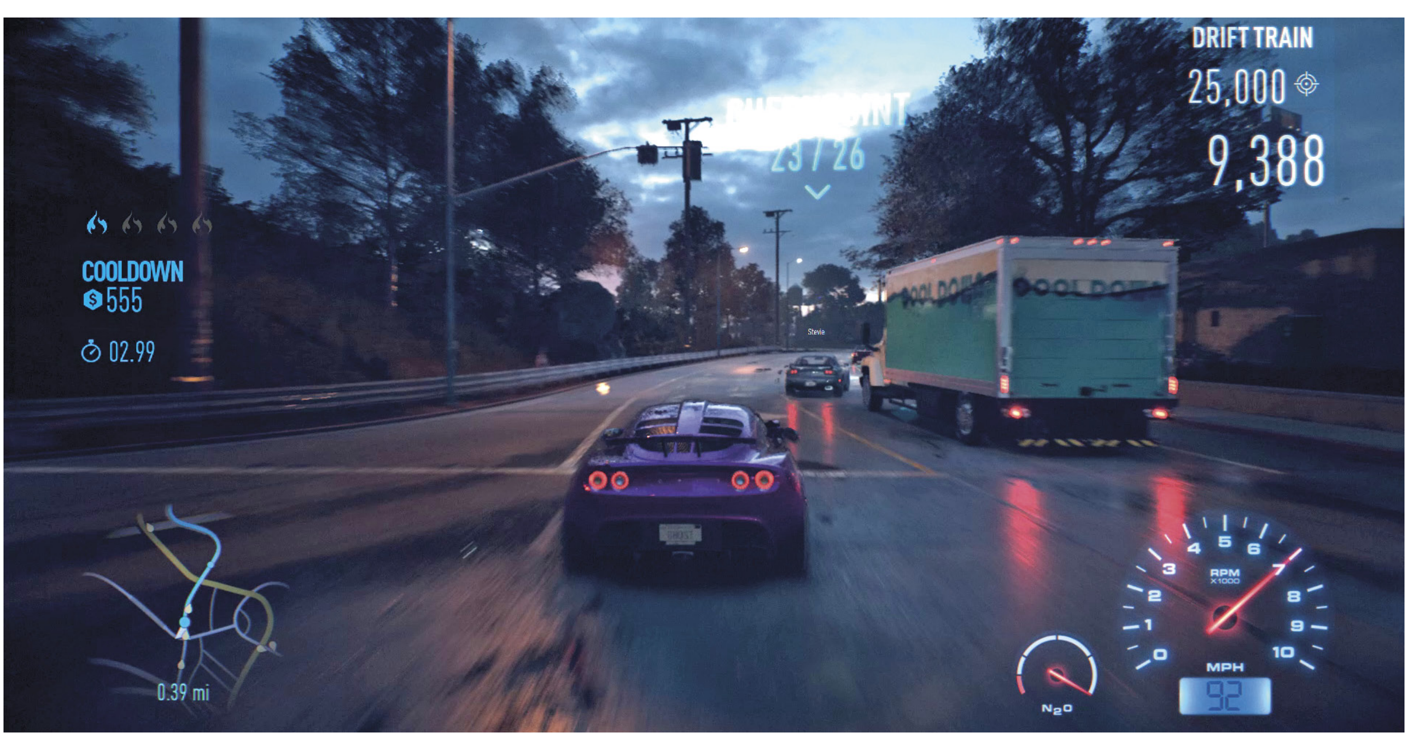
④ This is one of the toughest turns on this course. It's essentially two, but if you do it right, you can drift through the two as if they were one. Hit it fast and tap the brakes as you turn to the left. Lay off the gas and leave the wheels facing forward as you slide around for a bit. Then as you get close to the road you want to take, hit the gas and turn right toward the outside of the turn to correct your direction and exit the drift. Do this correctly and without a collision to significantly boost your Drift Score.


153
DRIFT TRAIN
25,000
196
5,514
TOTAL FINE
1,070
29.69
1.32 mi
N₂O
MPH
47

⑤ This section of the course takes you through several turns. It starts with a 180-degree turn to the left, followed by several to the right as you go around the city here.


DRIFT TRAIN
25,000
7,793
0.97 mi
N₂O
MPH
70

⑥ Before you reach the finish, you must take a couple alternating and adjacent turns. Try to chain them together so you transition from one drift to the left and then begin another to the right. This can be tough to do, but worth it for the score. Finally, rush for the finish line.


DRIFT TRAIN
25,000
9,388
23 / 26
COOLDOWN
555
02.99
Stevie
0.39 mi
N₂O
MPH
92

## TIP

**Meet up with Robyn and the Risky Devils back at her trailer. You are all now going to take on Ventura Bay and turn it on its head as you race all over. Even Spike decides to join you for some crew action.**

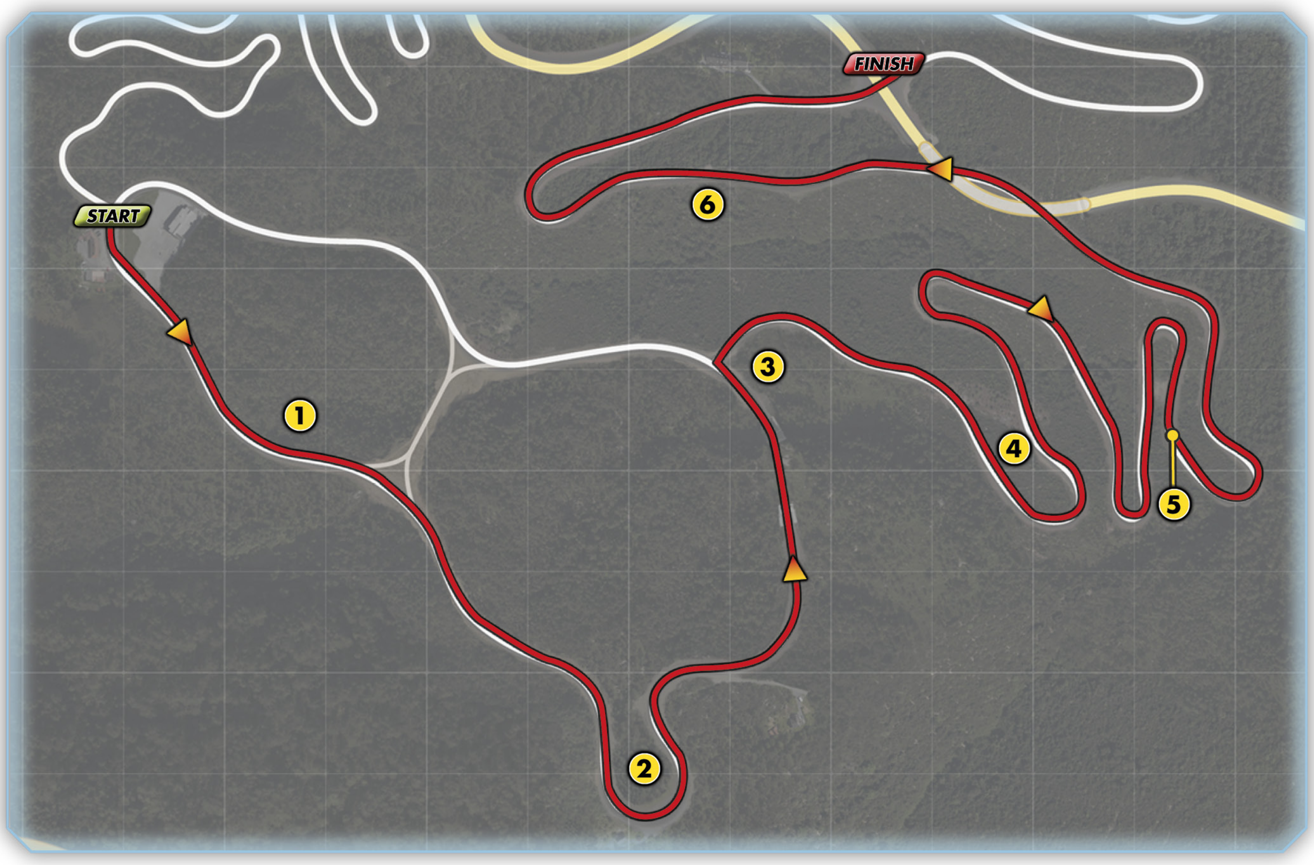
NEED FOR SPEED

Crew

## No Body Contact

Robyn and the Risky Devils are in on this drift train contest on the winding roads of El Rey. Get ready for some speed and drifting combined.

**Objective: Run the synchronized drift and get at least 25,000 Drift Score to win.**



① There are a few turns along the first leg of this event. However, you'll get left behind if you try to drift these wide, long turns. Instead, think of this part as a sprint and try to get out in front of the other drivers.

DRIFT TRAIN
50,000
0
3.55 mi
24
MPH

② This is where you start drifting. Don't worry about drifting the slight turn to the right as you enter. Just focus on hitting the longer one to the left with a high-speed drift. Then recover and pick up some speed before drifting around the turn to the right. Focus on speed for the rest of this section.

③ This intersection is a great place to drift again, as well as the turn that comes right after it. Then sprint to the next section. Don't worry about drifting around every slight turn. There are plenty of big and tight turns for scoring.

HIGH SPEED
1X
700
DRIFT TRAIN
50,000
1,663
11,059
2.06 mi
66
MPH

④ Now you get to the tight turns and short speed runs. Drift only around the 180-degree turns and pick up speed between each one. Here you have to play the fine balance between racing and drifting that is the drift train.

⑤ There are some more tight turns here. After you get around the last one, you have a turn to the left before a speed run. If you're out in front, go ahead and drift around it. Otherwise, race through it to stay with the group. Then sprint along the straightaway.

⑥ As you approach the last tight turn, there's a slight turn to the left before you take the turn to the right. Let off the gas to take the slight turn under control, then drift around the last one. As you are exiting it, sprint the rest of the way to the finish line.

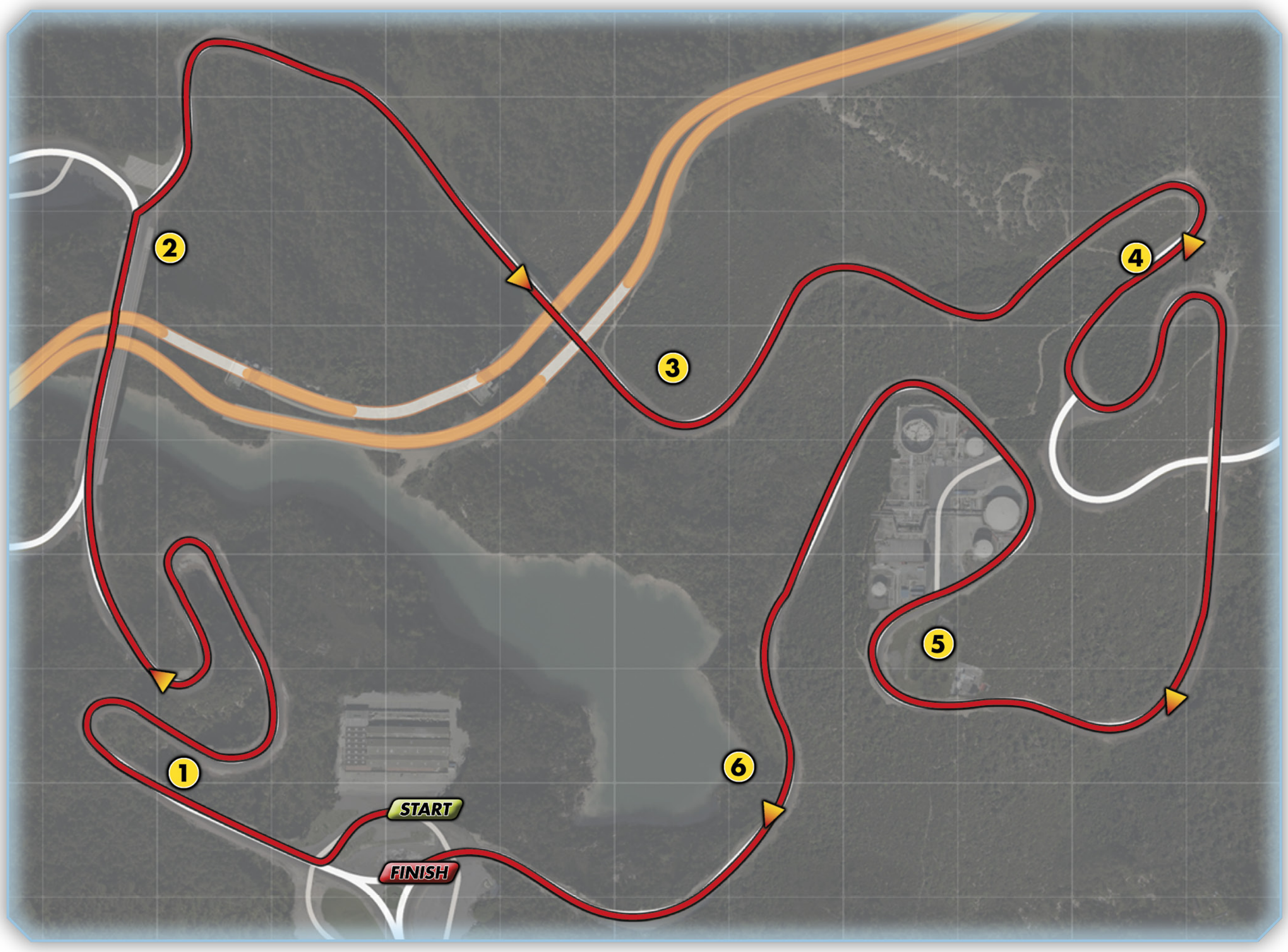
NEED FOR SPEED

## Crew

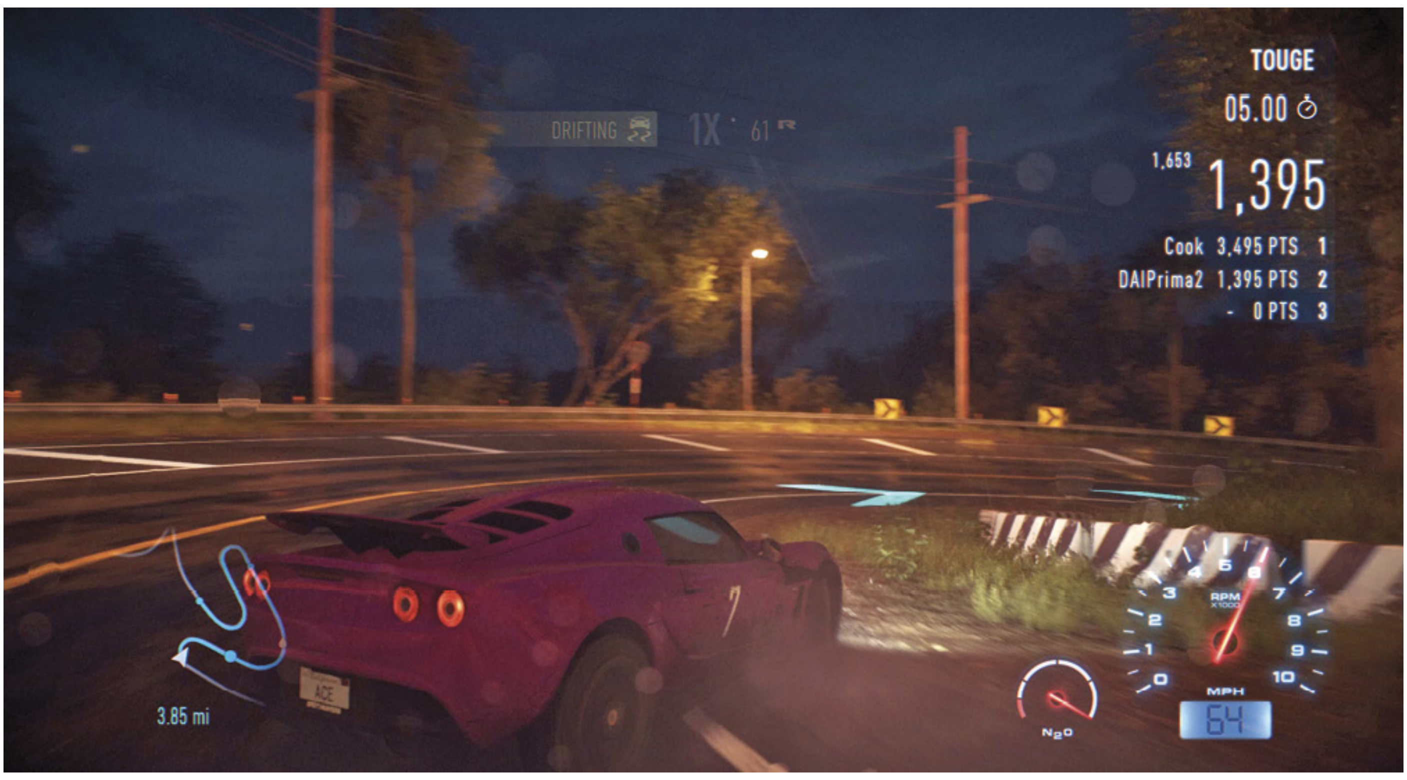
# Clutching at Straws

Now you get challenged to a touge. This is all about speed with some drifting mixed in. You need to get as much Drift Score as you can within the time limit. Once again, you are in the hills of El Rey.

**Objective: Drift at the front of the pack and get the most Drift Score to win.**



① You have a straightaway at the start, so use it to build up speed. Then take care around several tight turns in this area where you can score a lot. Focus on not colliding during the drift to build a good score for the start of the event.



② This section of the touge is the speed run. There's a tight turn in the middle where you can drift to raise your score and then accelerate again to stay out in front or catch up if you got behind.

③ After the speed run, expect a trio of alternating turns. They're not tight, but you still should slow down slightly as you enter them to avoid losing control. Drift around all of them.

④ Now you get another trio of turns. However, these are all the 180-degree variety. They're also a bit more narrow and tighter, so drift along in the middle of the road to avoid hitting anything. As you exit, hit the gas and pick up speed for drifting around a wider turn to the right.

⑤ The road around the water treatment plant has three turns that are relatively wide. Try drifting around all of them. As you leave the last one, floor it to regain speed.

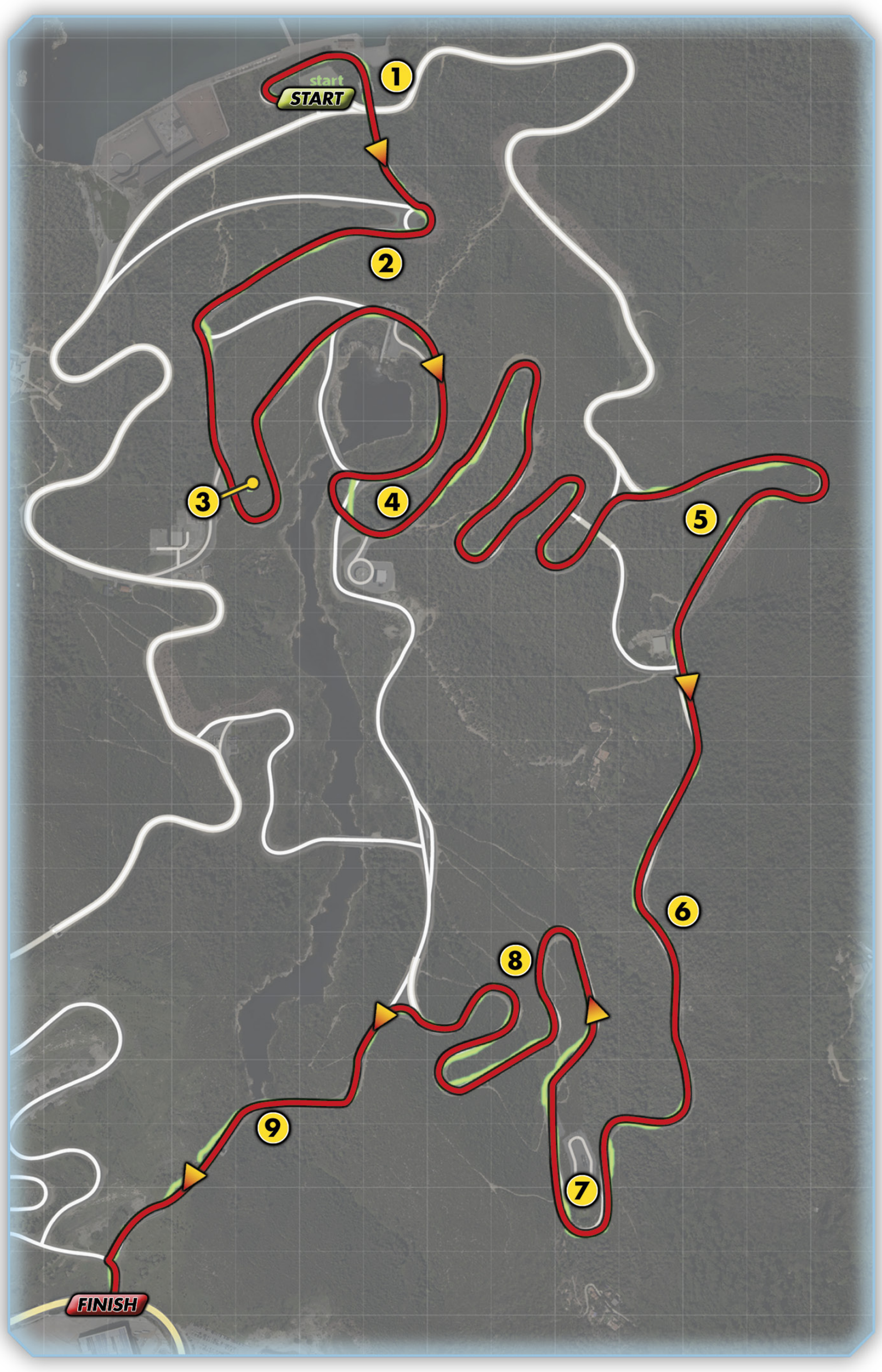
⑥ You hit an S-curve here. It's not very tight and if you don't need any more Drift Score, don't even worry about trying to drift here. However, if you're still short on score, be sure to do a good drift around the last turn to the right before you reach the finish line.

Crew

# Angels Can Catch Devils

Are you ready to get on the ultimate drift train? Risky Devil has invited you and Robyn to join them on a long one from the dam at the top of the Cascade Mountains all the way down to Burnwood.

**Objective: Run the synchronized drift and get at least 150,000 Drift Score to win.**


start
START
①
②
③
④
⑤
⑥
⑦
⑧
⑨
FINISH

① You start on top of the dam. Hit the gas and drift around the first two turns. They're tight, but you're not going very fast yet. This lets you get a score on the board right away. Then speed down the tunnel and take the lead.

0 - 60
1X
396
DRIFT TRAIN
25,000
1,277
0
6.24 mi
36

② Drift around the roundabout and sprint downhill. Try to stay in the lead. There's a 90-degree turn to the left, so try drifting around it as long as you're not behind.

DRIFTING
1X
150
DRIFT TRAIN
25,000
4,434
5,413
CHECKPOINT
5 / 45
5.84 mi
43

③ Approach this 180-degree turn fast, slowing down a bit just as you enter it, then drift around it. Don't worry about drifting around the rest of the turns in this area as you go around the lake. Instead, focus on speed and holding the lead.

Genetikk
DRIFTING
1X
153
DRIFT TRAIN
25,000
13,358
Cook
5.79 mi
66

④ There's a sharp left at the intersection. Drift around it if you're not behind, then continue through a series of tight turns. This where you can build up your Drift Score. As you progress through them, the distance between turns decreases, so you have less time to speed up.

⑤ After passing through the intersection, take the opportunity to floor it as you speed toward another tight turn. Be ready for the turn in the opposite direction that immediately follows it!

DESTRUCTION
1X
124
DRIFT TRAIN
25,000
1,183
17,433
5.17 mi

⑥ This is the main speed run of the course. There are wide and long turns along it, but you can take them at high speed. Be ready for a couple more turns ahead. By the time you reach the end of this, you really need to be in the lead.

⑦ After taking the right and left turns that lead to the monument, pick up speed so you can drift around it. This combination of turns requires some control.

DRIFTING
2X
769
DRIFT TRAIN
25,000
69,710
1.80 mi
89

⑧ You now reach a series of tight turns. Pick up any remaining Drift Score you need to win, and keep them clean and fast.

⑨ Take a left at the intersection. After a turn to the right, it's fairly straight to the finish line. Sprint all the way to Burnwood to complete the run. Your opponents are fast and, if you get behind, you may have to skip a few drifts around turns and focus on catching up. Use your nitrous on those straight shots for some extra top speed that can be just enough to put you in front.

DRIFT TRAIN
25,000
4,973
81,051
0.93 mi
69

## TIP

**After a successful drift train, head over to Robyn's trailer. Risky Devils and all of the gang are there to celebrate your victory and skill as a crew driver. Way to get on the drift train!**

The Outlaw storyline is a bit less direct than the others. Outlaws like to hide in the shadows and watch and wait. You must first do something to catch their attention. Then they will begin contacting you to see if you're up for their challenges.

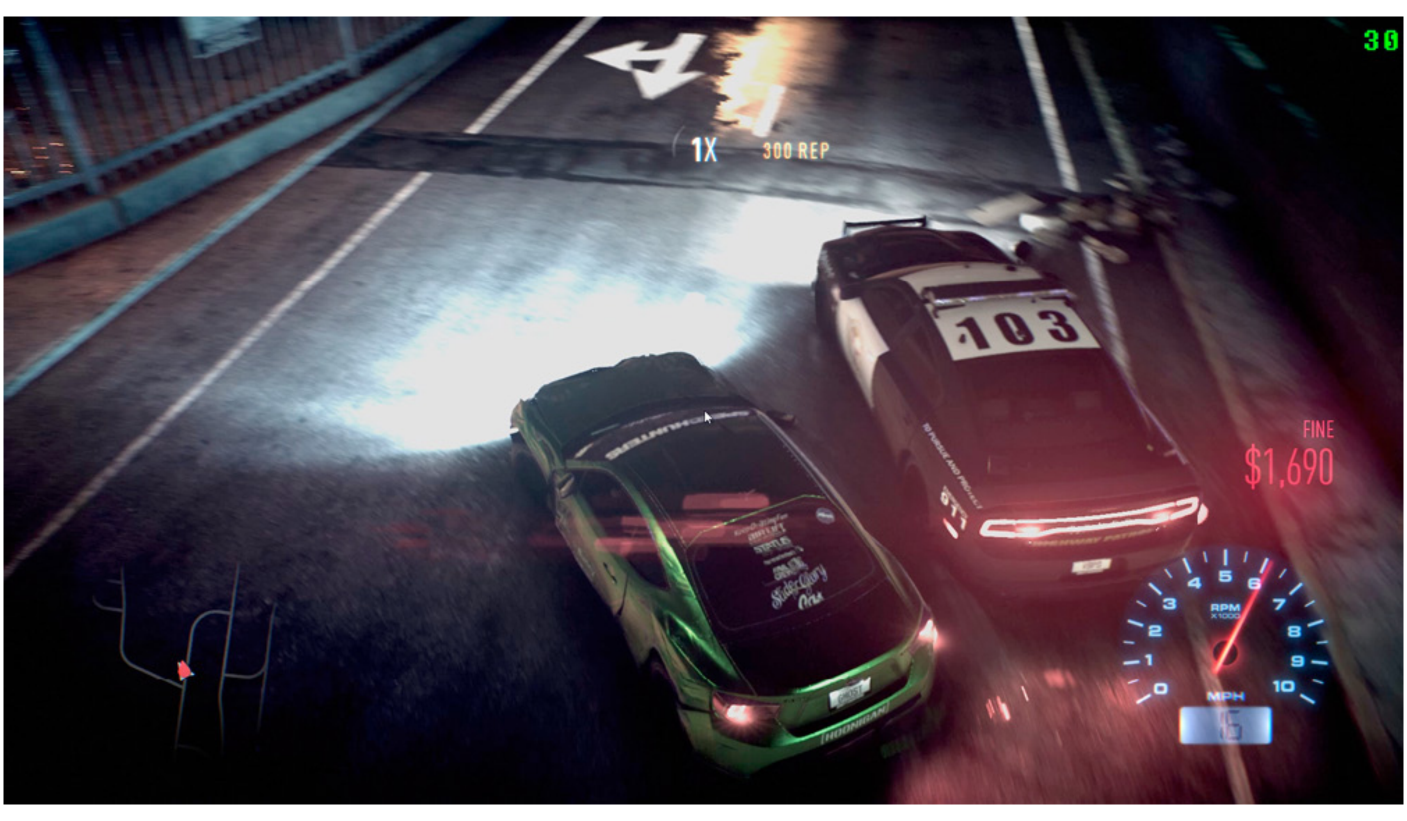
## TIP

**Outlaw challenges are not always events. Indeed, several are just an objective you must complete. Once you do, the Outlaw makes contact and gives you another one.**

## GETTING THE ATTENTION OF THE OUTLAW

In order to get the attention of the Outlaw, you must have some dealings with the cops. Sometimes during an event, you might be chased by the police. They also go after you around the city if you're driving recklessly or speeding. So start building up an Outlaw Rep.

### Escape A Chase With At Least $1000 In Fines



The first challenge is hidden. In fact, you won't even know about it until after you complete it. The Outlaw is waiting for you to rack up a $1000 fine during a chase and then escape. Before going for this one, upgrade your car so you have a chance of escaping. You don't want to rack up a big fine and then get caught. Once a cop is chasing you, get that fine up to $1000 by running into a police car, damaging property, and refusing to pull over. As soon as it hits that magic number, it's time to get away.

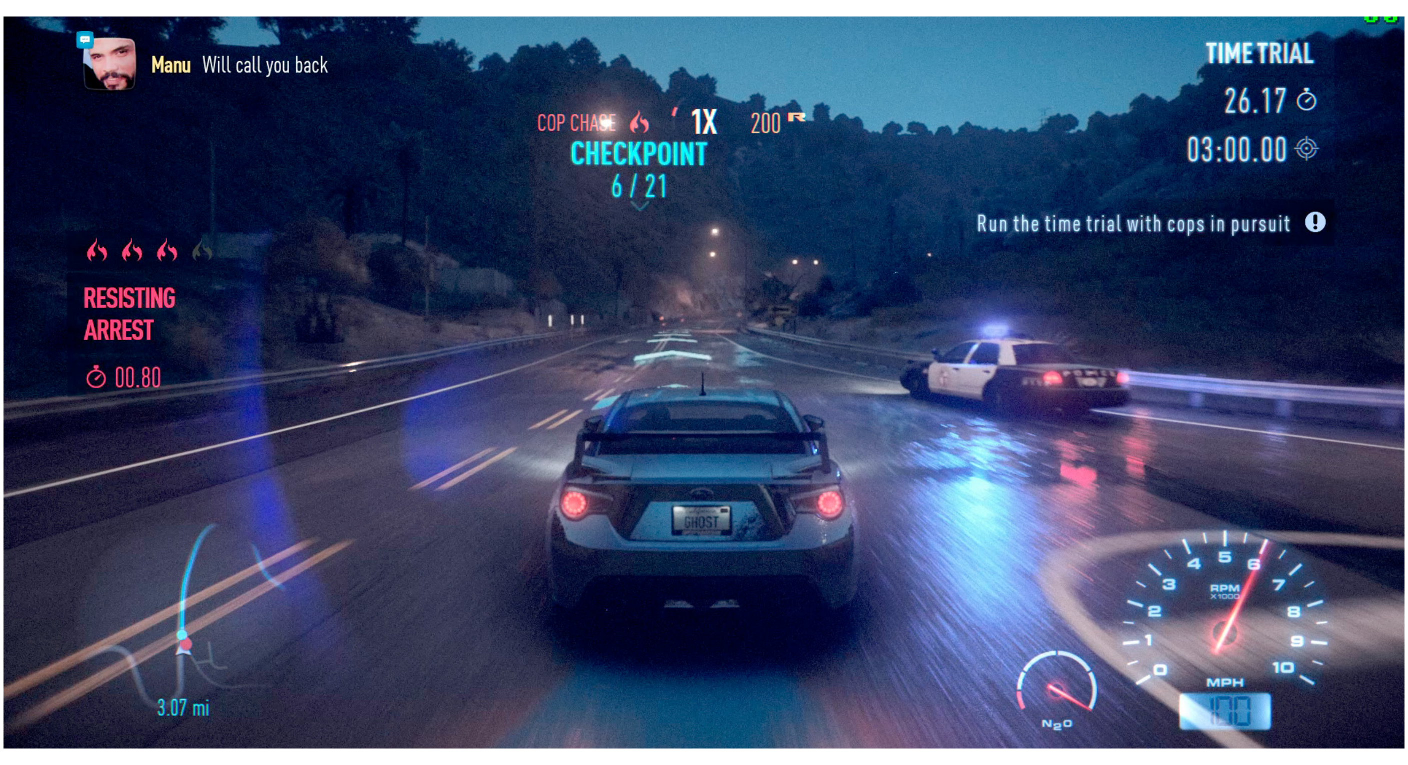
There are two main ways to escape. If you have a fast car, you can simply outrun the cops. Get onto a main road that's fairly straight and gun it. Or better yet, get onto a freeway. Once you get far enough ahead of the cop, you go into cooldown mode. Now you just need to stay out of sight of the cops while doing anything illegal until the cooldown timer hits zero. One tactic that's pretty bold is to pull off to the side of the road or down a side road, then just turn off the car and wait it out.

The other way to escape is to lose your pursuer. Turn down side streets and try to shake the cops by forcing them to lose sight of your car. Let a cop get up right next to you, then take a quick turn down a street away from them at the last minute. The cop must stop or turn around, and that's your chance to turn onto a couple more streets and shake the heat.

## BOOTLEGGER'S TURN

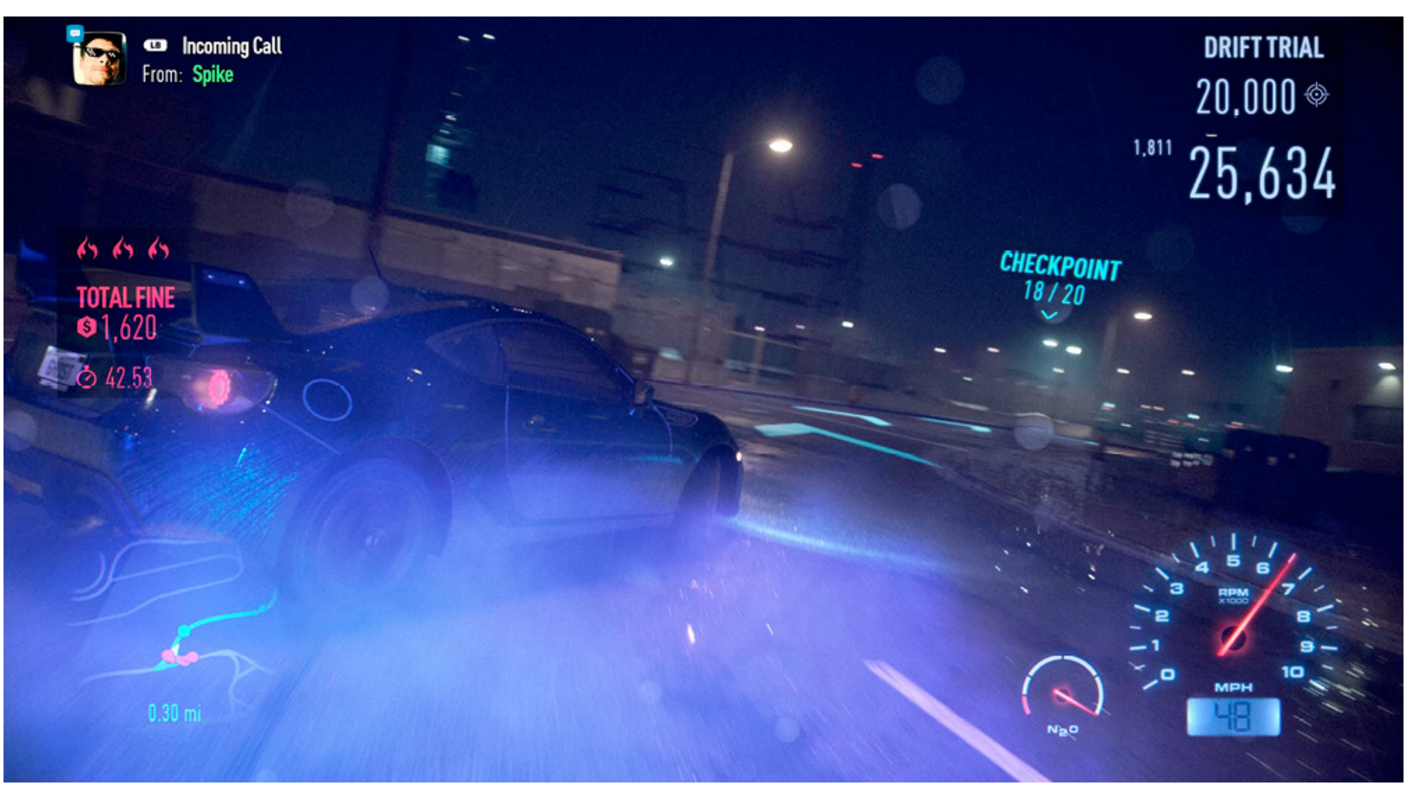
**A good trick to have up your sleeve during a chase is the Bootlegger's Turn. This was allegedly used during Prohibition by bootleggers trying to get away from the law while transporting illegal beverages. It's a quick way to change direction. To perform it, build some speed, then turn the wheel hard in one direction while hitting the hand brake. Slide around until you're facing the opposite direction and punch the gas. Cops are usually not able to make the turn as quickly. Then duck down side streets to lose them for good.**

### Escape A 2-Minute Chase



Once you escape the $1000 fine, you get a text message on your phone. It's a new challenge. Now you need to make sure the chase lasts at least two minutes before escaping. Keep the cops on your tail for this long before bugging out.

### Escape A Chase With At Least $2500 In Fines

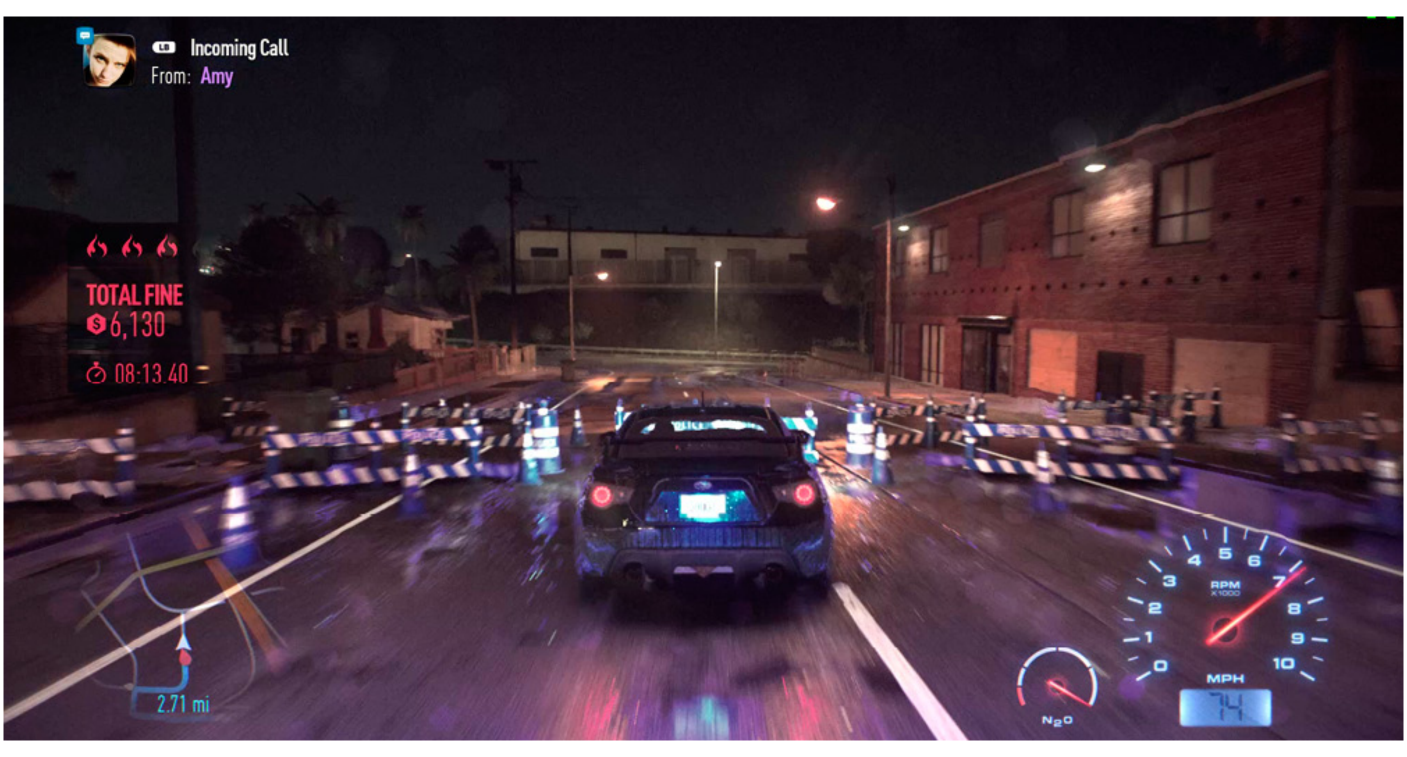


This is another challenge where you must bait the cops and ensure they follow you until you rack up a bigger fine. If you start to go into cooldown, turn around and find the cop again or you'll have to start the timer over again.

## TIP

**After escaping the $2500 fine, you get a call from Travis to meet at the diner. Your friends are discussing the consequences of running from the cops and how the Outlaws are causing the police to crack down more on racers.**

### Get Through Two Roadblocks In A Single Chase And Escape



This can be a tough challenge. The police only set up roadblocks for serious offenders. Therefore, you need to bait them for several minutes and build up a big fine. You must also stay in the same area so they set up barricades in the vacinity. There are two types of roadblocks: wooden and concrete.

You can easily smash through wooden barriers. They are often by themselves with no police presence. Drive through two of these to complete the challenge, then get out of the area to escape.

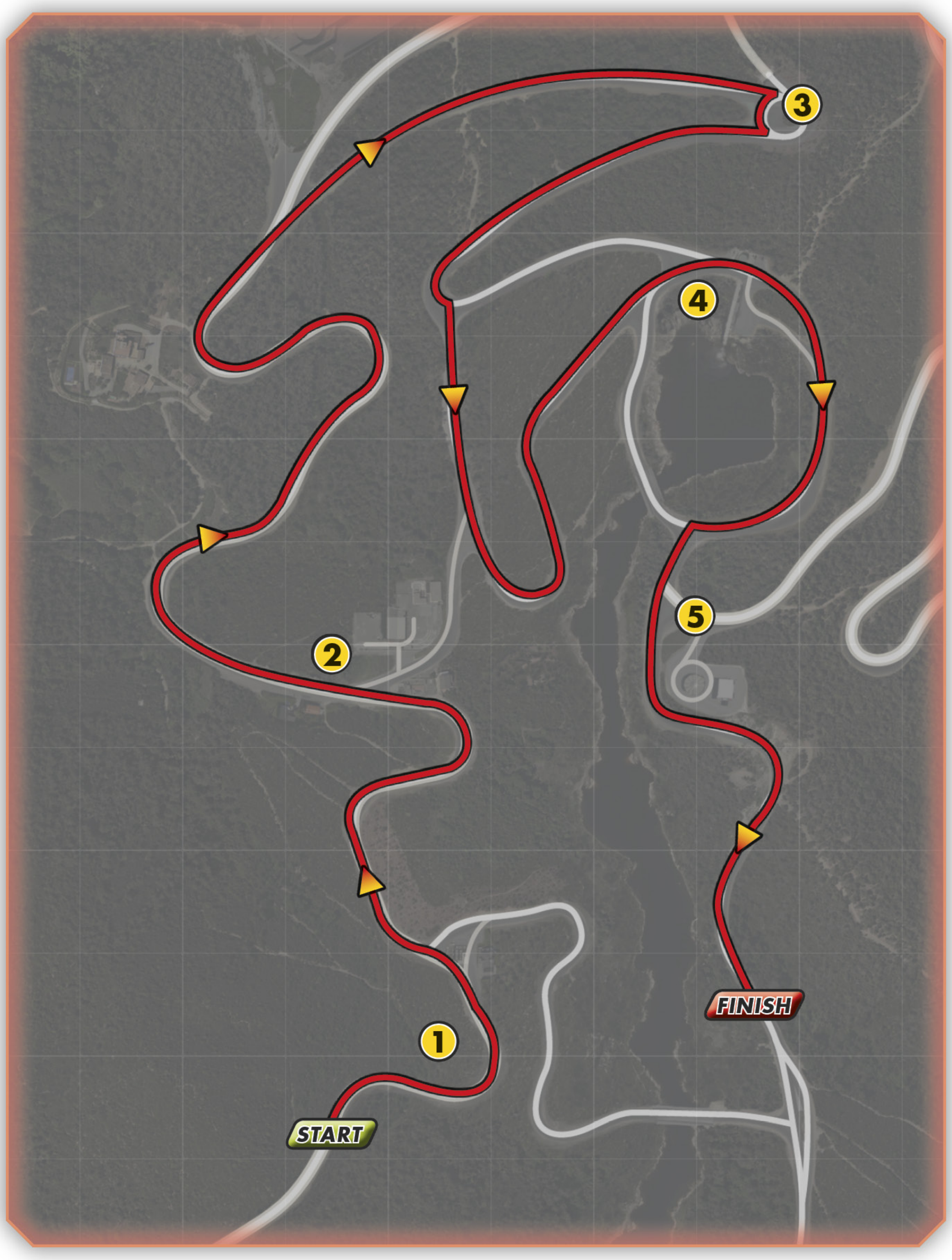
Then there are concrete barriers. These usually have police vehicles behind them. Don't try to race through this variety or you'll crash and might even get busted. Instead, turn away from them and keep going.

Outlaw

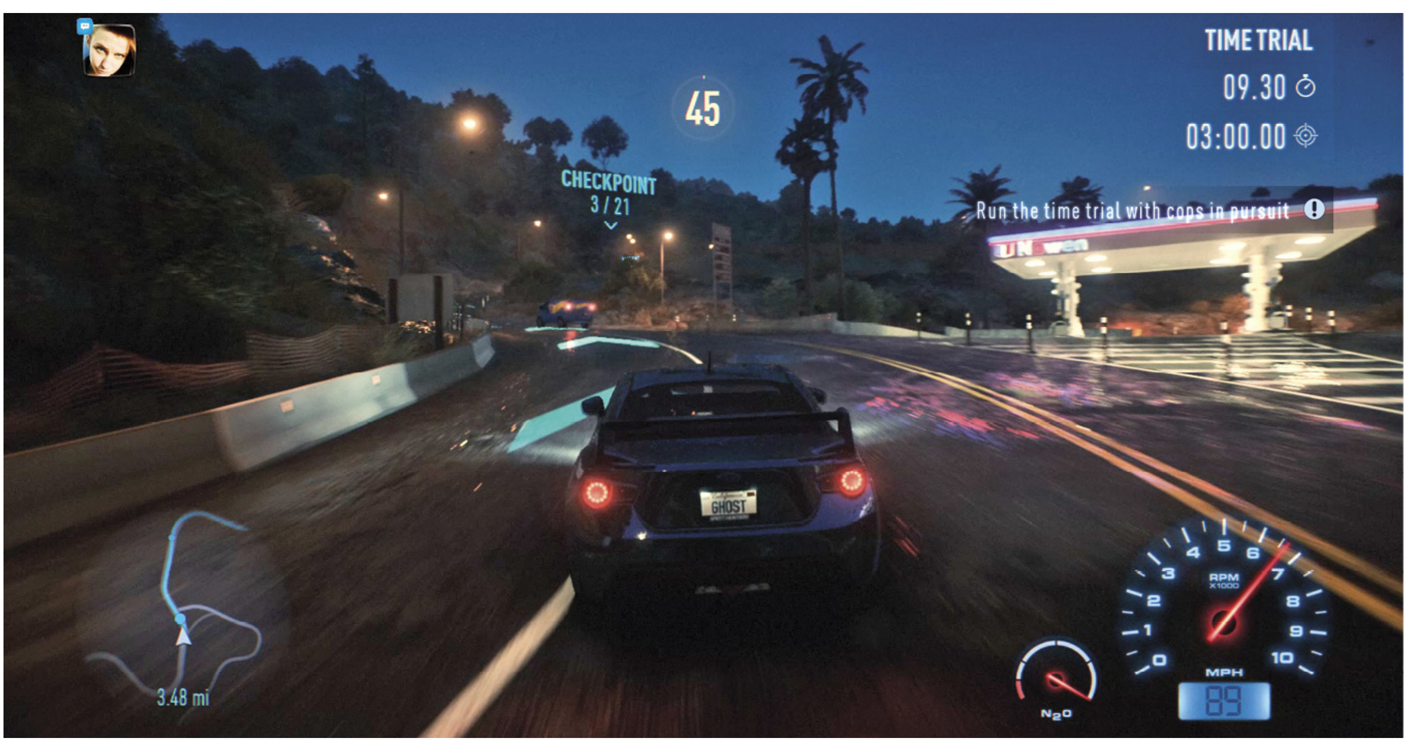
## Stanley Shakedown

The Outlaw has given you a time trial for the first event. This one has you racing up the Crescent Mountains toward the dam and then back down again. Expect police pursuit.

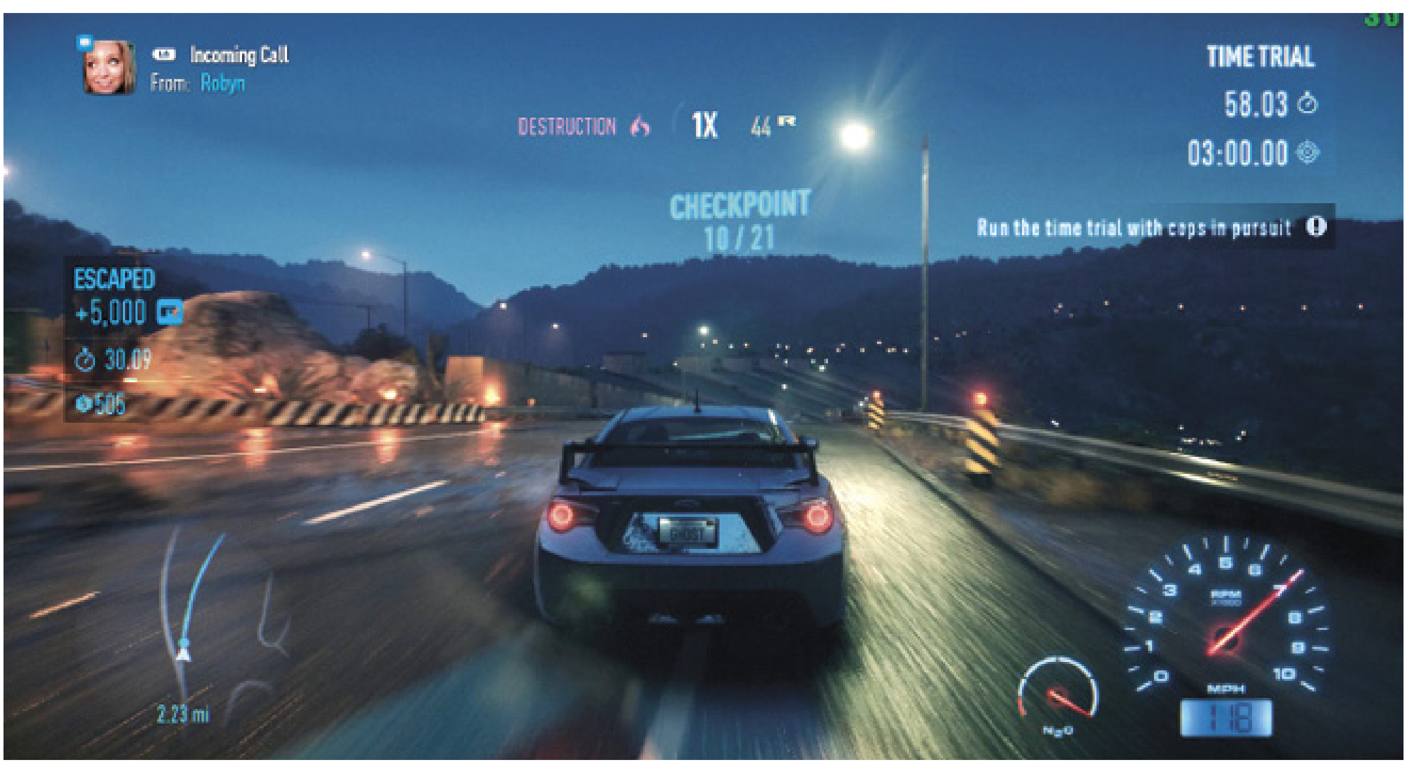
**OBJECTIVE:** Run the time trial and complete it within 1:42 with cops in pursuit.


③
④
②
⑤
①
FINISH
START

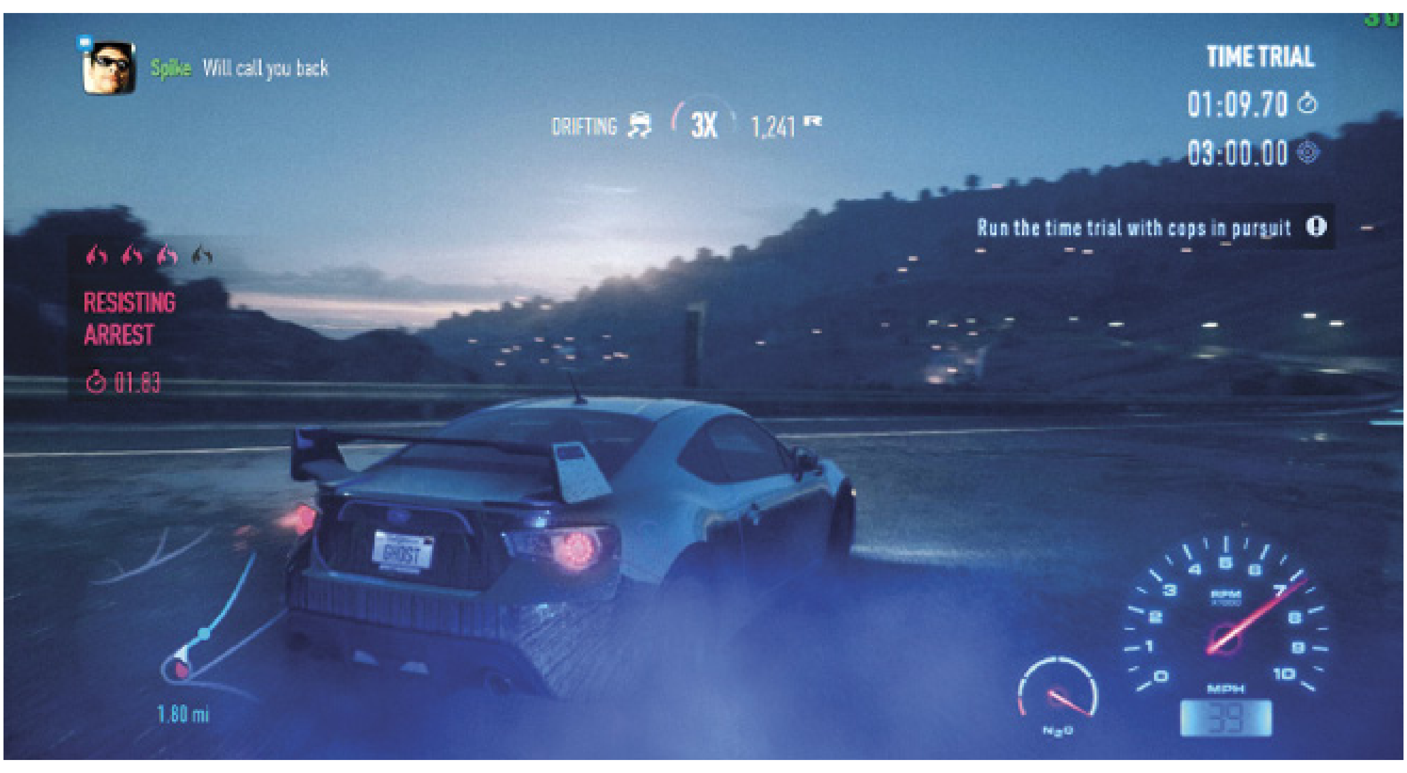
① The first part of the run is clear. Focus on speed and getting around the initial turns as quickly as possible.


Run the time trial with cops in pursuit
TIME TRIAL
09.30
03:00.00
45
CHECKPOINT
3 / 21
3.48 mi
MPH
89
N₂O

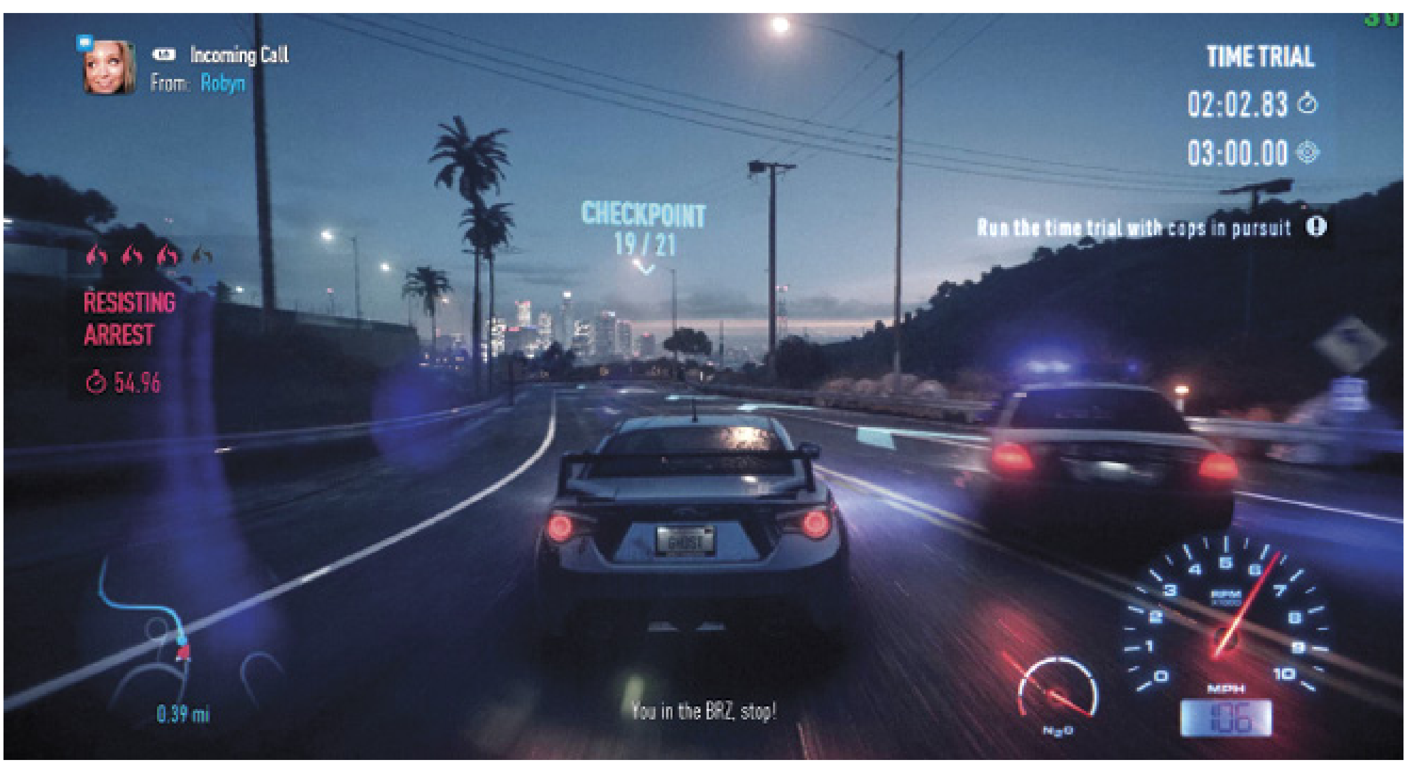
② This is where police pursuit begins. The key is to just concentrate on the time trial. Maintain your speed. After a couple turns, you can be in cooldown and escape by the time you reach the dam.


Incoming Call
From: Robyn
Run the time trial with cops in pursuit
TIME TRIAL
58.03
03:00.00
DESTRUCTION
1X
44
CHECKPOINT
10 / 21
ESCAPED
+5,000
30.09
506
2.23 mi
MPH
118
N₂O

③ As you begin racing back down the mountain, another cop pulls out from behind a structure. Drive fast and take the turns clean to put some distance between yourself and the police.


Spike Will call you back
Run the time trial with cops in pursuit
TIME TRIAL
01:09.70
03:00.00
DRIFTING
3X
1,241
RESISTING
ARREST
01.83
1.80 mi
MPH
39
N₂O

④ Speed around the water and get far enough away from the pursuit that you go into cooldown. Keep up the speed to make the escape.


Incoming Call
From: Robyn
Run the time trial with cops in pursuit
You in the BRZ, stop!
TIME TRIAL
02:02.83
03:00.00
CHECKPOINT
19 / 21
RESISTING
ARREST
54.96
0.39 mi
MPH
106
N₂O

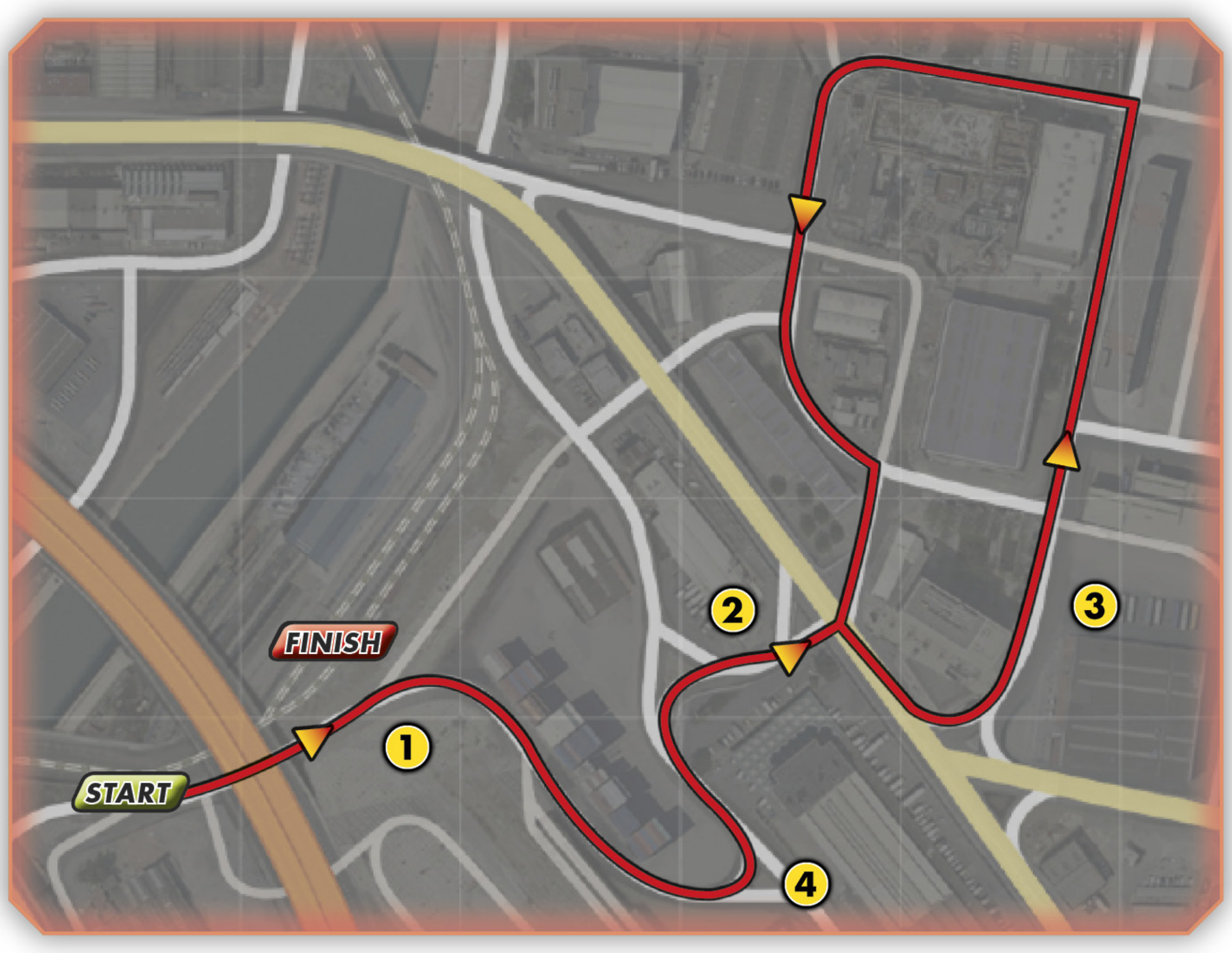
⑤ The last cop comes at you here. By now you've likely built up enough velocity and should go into cooldown before reaching the finish line.

Outlaw

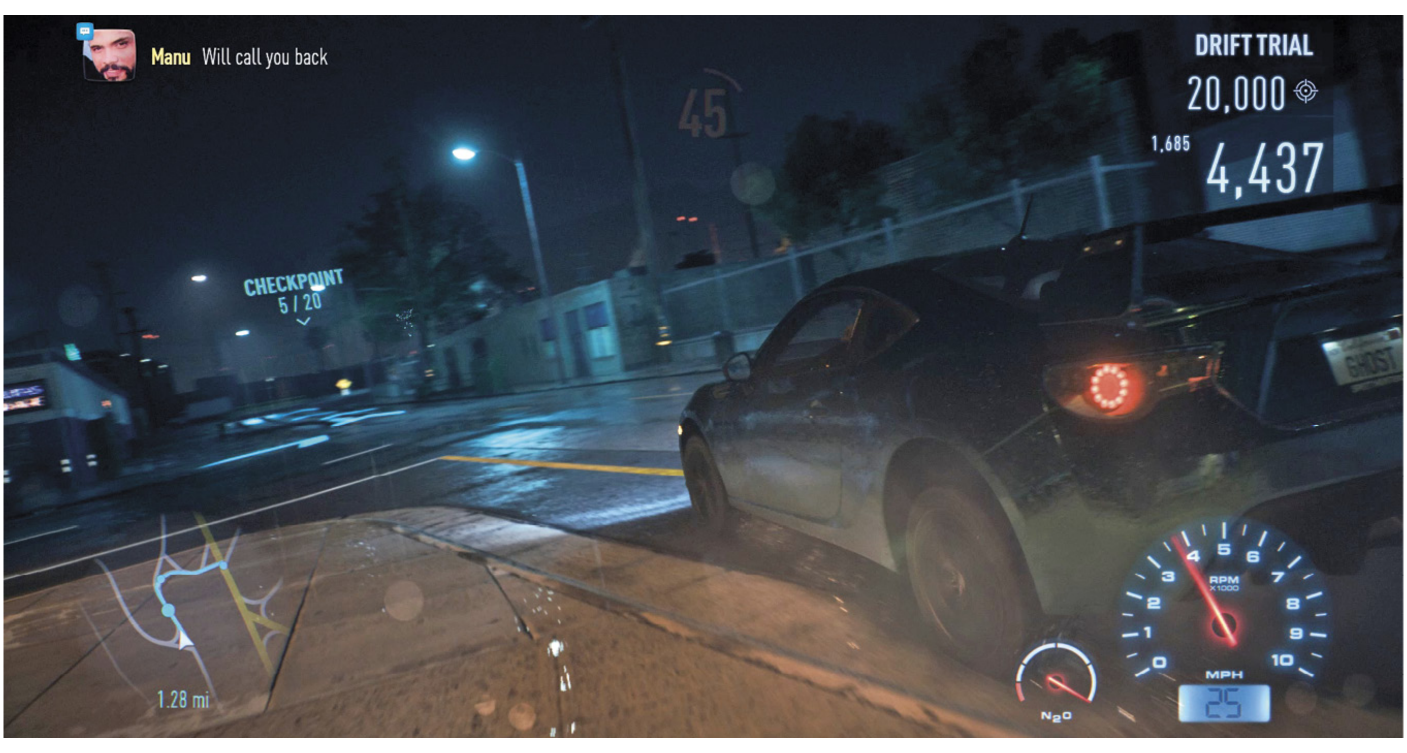
## We Go On Three?

Now you get to try a drift trial with cops on your tail. This is a bit tougher since you're trying to focus on style rather than getting away from the cops. Be sure your car is tuned for drifting before attempting this one.

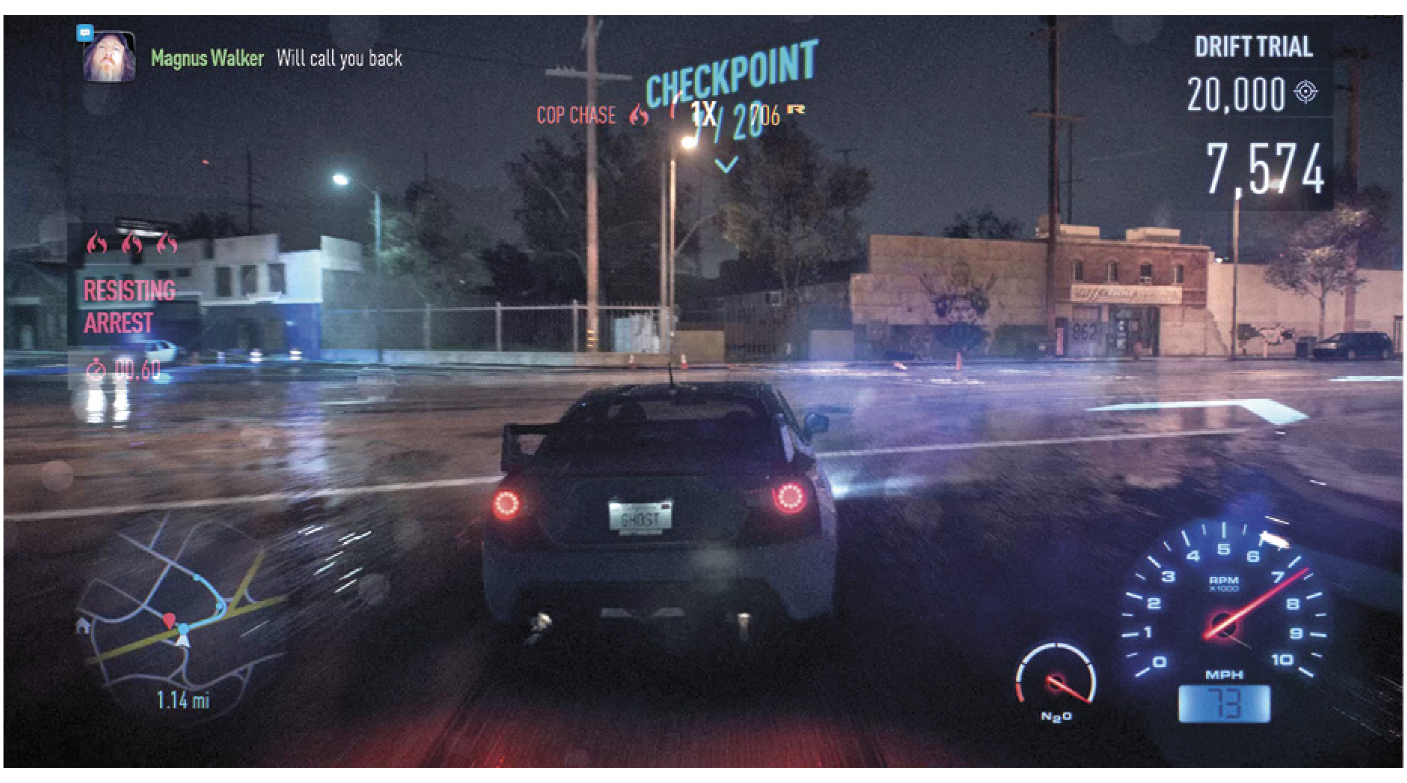
**OBJECTIVE:** **Hit the target score of 20,000 with cops in pursuit.**


FINISH
START
①
②
③
④

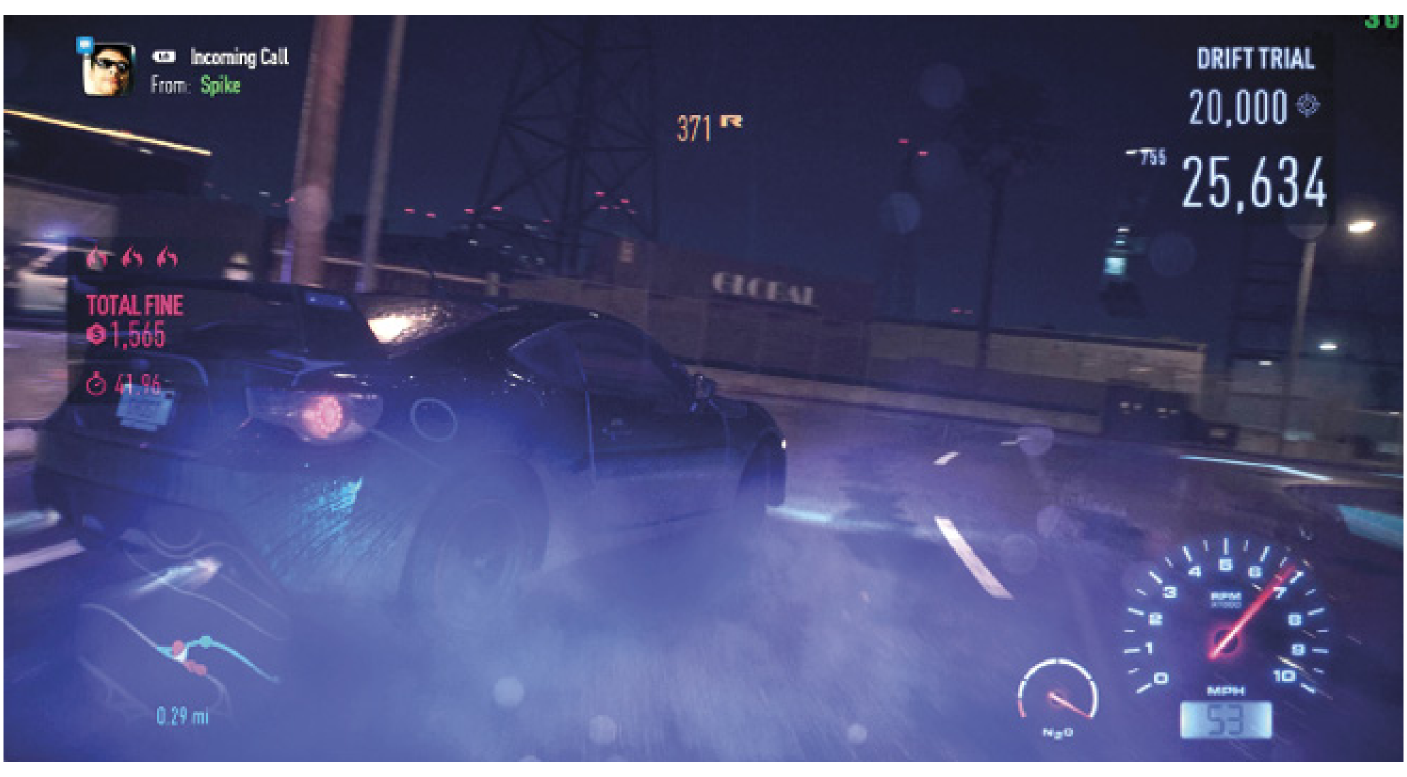
① Focus on earning points for your score for the first few turns. You might as well get as much as you can before the cops join in.


Manu Will call you back
DRIFT TRIAL
20,000
1,685
4,437
45
CHECKPOINT
5 / 20
1.28 mi
RPM
MPH
25
N2O

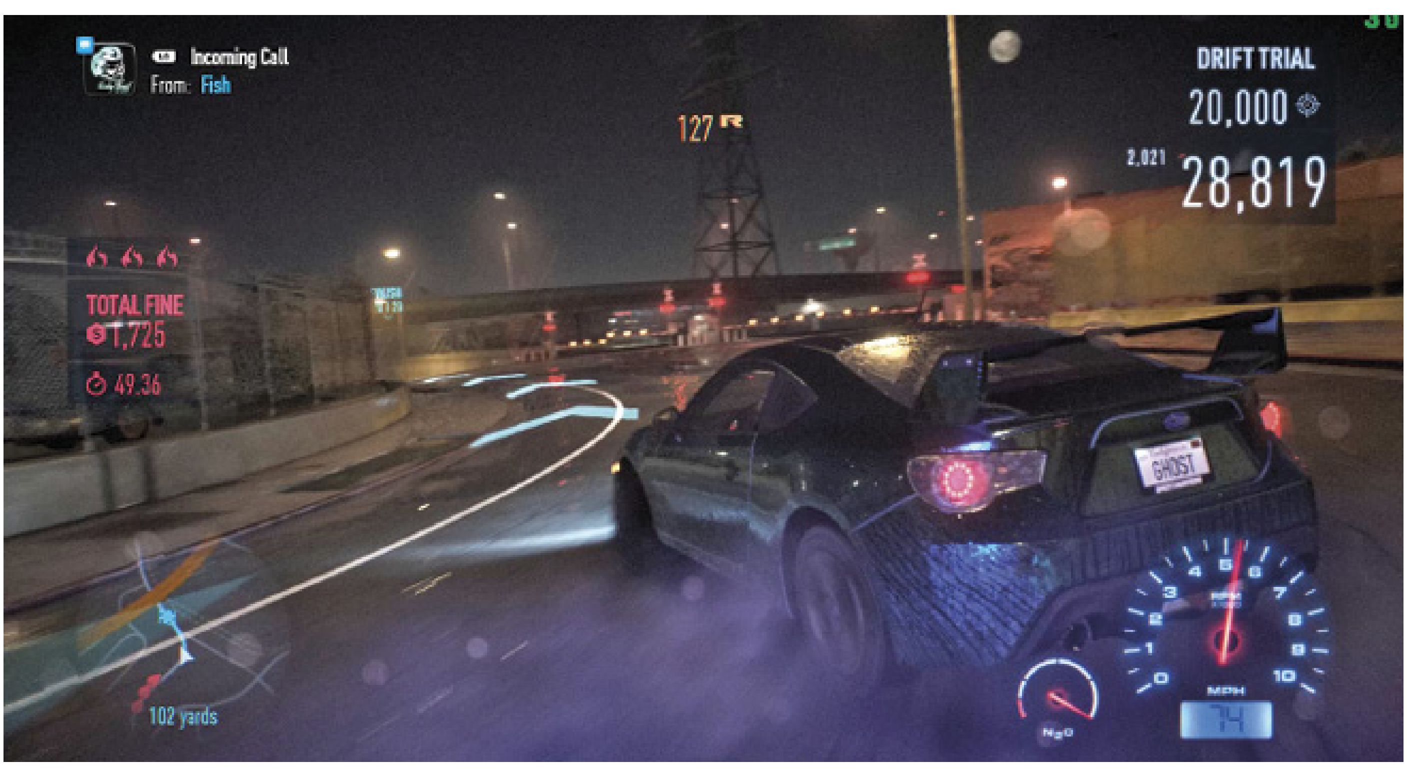
② The first cop comes in from the left here. Just keep drifting around turns.


Magnus Walker Will call you back
COP CHASE
1X
CHECKPOINT
206
DRIFT TRIAL
20,000
7,574
RESISTING ARREST
00.60
GHOST
1.14 mi
RPM
MPH
73
N2O

③ Speed up along the straightaway to reach the next turn with speed. A second cop joins you halfway there. Stay cool and drift with style. This is where you can get a lot of score with speed.


Incoming Call
From: Spike
371
DRIFT TRIAL
20,000
755
25,634
TOTAL FINE
1,565
41.96
GLOBAL
0.29 mi
MPH
53
N2O

④ As you're making the last tight turn, the third cop pulls out. Keep going to the finish line, then prepare to make your escape once the event is over if they're still coming after you.

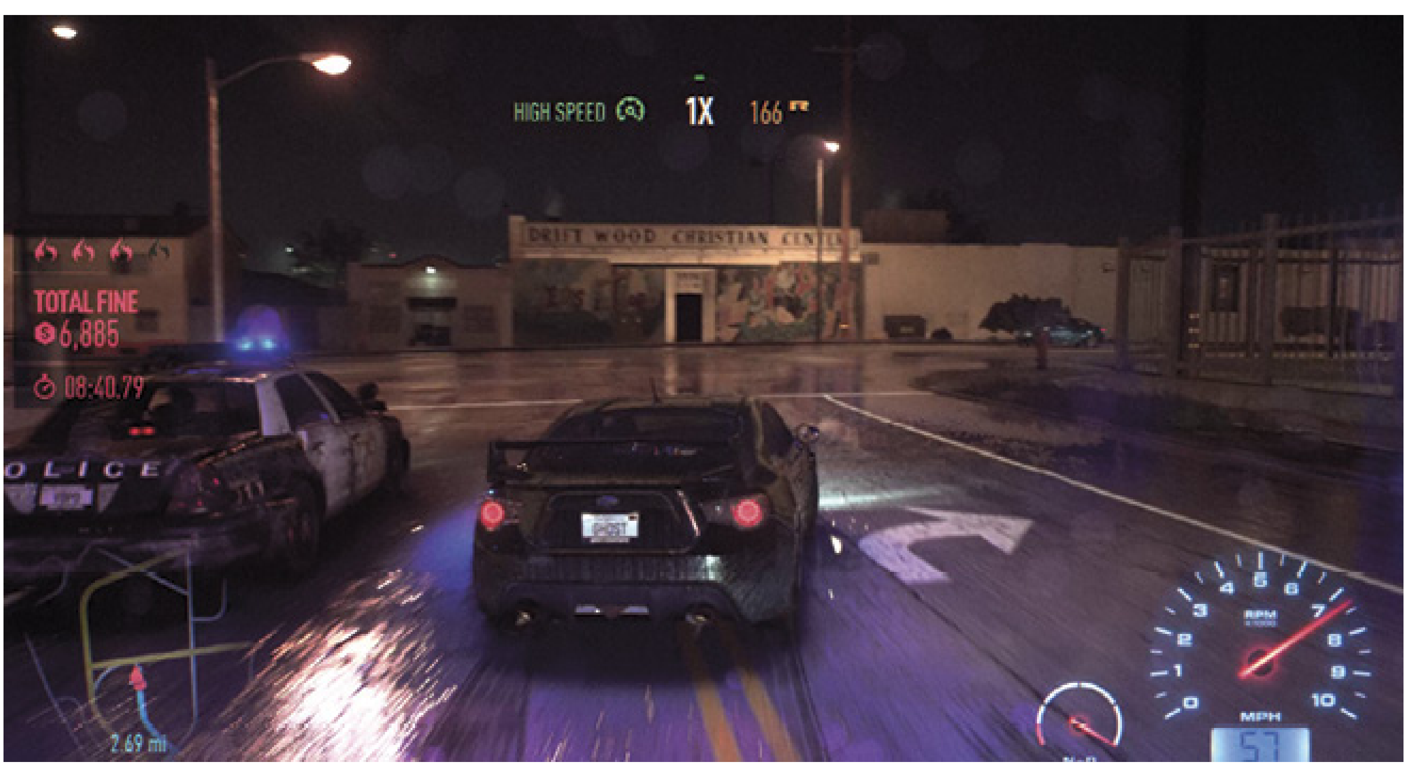

Incoming Call
From: Fish
127
DRIFT TRIAL
20,000
2,021
28,819
TOTAL FINE
1,725
49.36
GHOST
102 yards
MPH
74
N2O

### TIP

**Travis calls you to the diner again. Things are getting serious out in the city. Your friends are worried about all the police presence. You must be doing something right to get all this attention.**

### Escape A 5-Minute Chase With At Least $2000 In Fines

The stakes keep getting higher. This time you need a longer chase with a bigger fine. This is usually not very tough since you probably met these requirements when you were busting through barricades. Just do it again. Try leading the cops through several areas or even onto freeways to avoid barricades being set up.


HIGH SPEED
1X
166
DRIFT WOOD CHRISTIAN CENTER
TOTAL FINE
6,885
08:40.79
POLICE
2.69 mi
RPM
MPH
57

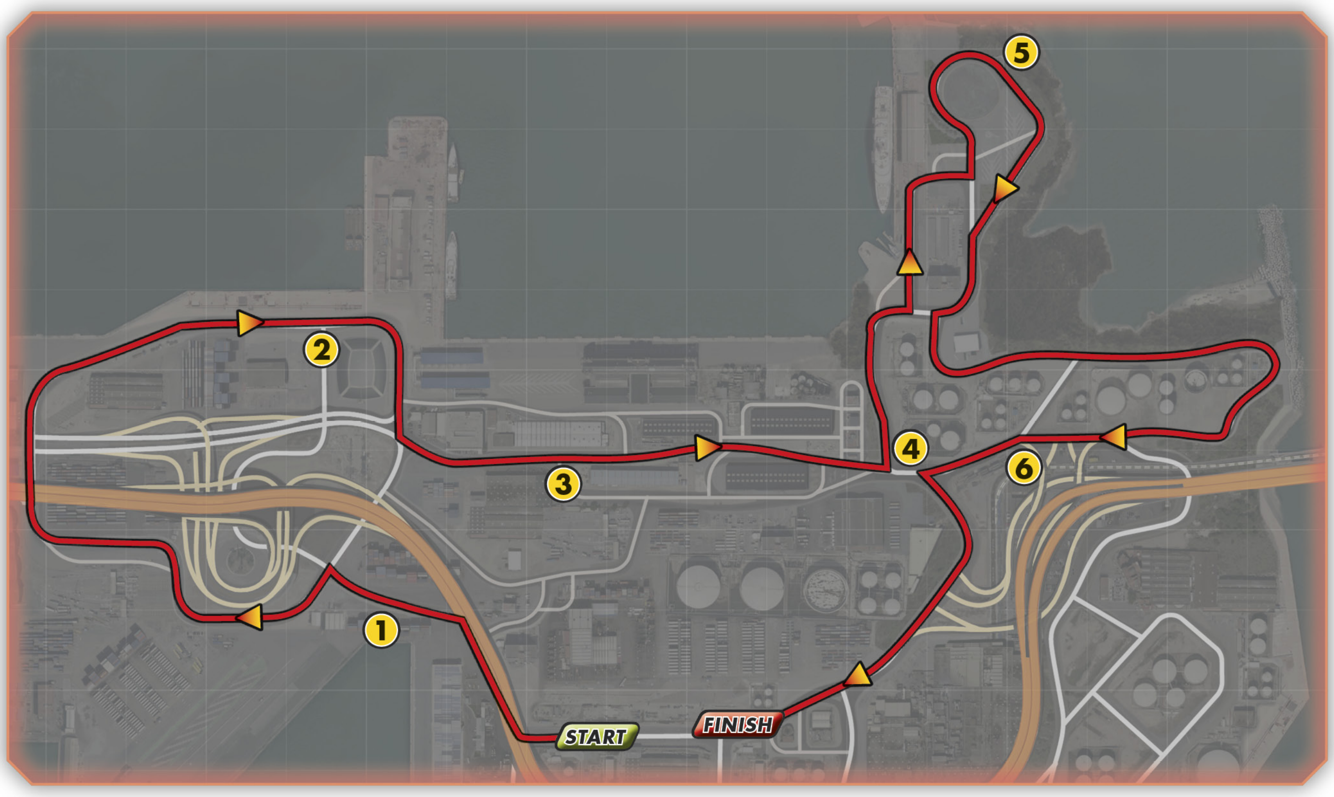
NEED FOR SPEED

Outlaw

## Go Big or Go Busted

The Outlaw has a sprint race set up for you in South Port. Of course, this one comes complete with cops. And this time he's racing with you!

**OBJECTIVE: Race to the finish line and be the first one across to win.**


①
②
③
④
⑤
⑥
START
FINISH

① The first leg of the event is just a race. The Outlaw is fast, so catch up with him. Get around the turns fast and try to pull ahead when you see the open road.

Amy Will call you back
DRIFTING 1X 979
SPRINT RACE
07.07
POS 2/2
Race to the finish line
4.11 mi

② This is where the first cop begins chasing you. Don't let it bother you. Focus on the upcoming turns to the right and left.

③ You now have a long straightaway, so pick up speed and sprint here. You also pick up a second cop along the way.

④ The police have set up a concrete barrier here, so take a sharp turn to the left. Follow the course around some more tight curves and turns.

⑤ By this time, you probably have three or four police cars chasing you. Just maintain your speed so they stay in your rear view mirror and don't catch up to run you off the road. Watch the turns as you reach the eastern end of South Port. They can be tricky, so slow down a bit and take them under control. If you crash, the cops might get you.

Robyn Will call you back
CLEAN DRIVING
CHECKPOINT 14/35
1X 466
COOLDOWN 860
SPRINT RACE
01:11.87
POS 1/2
Race to the finish line
2.30 mi

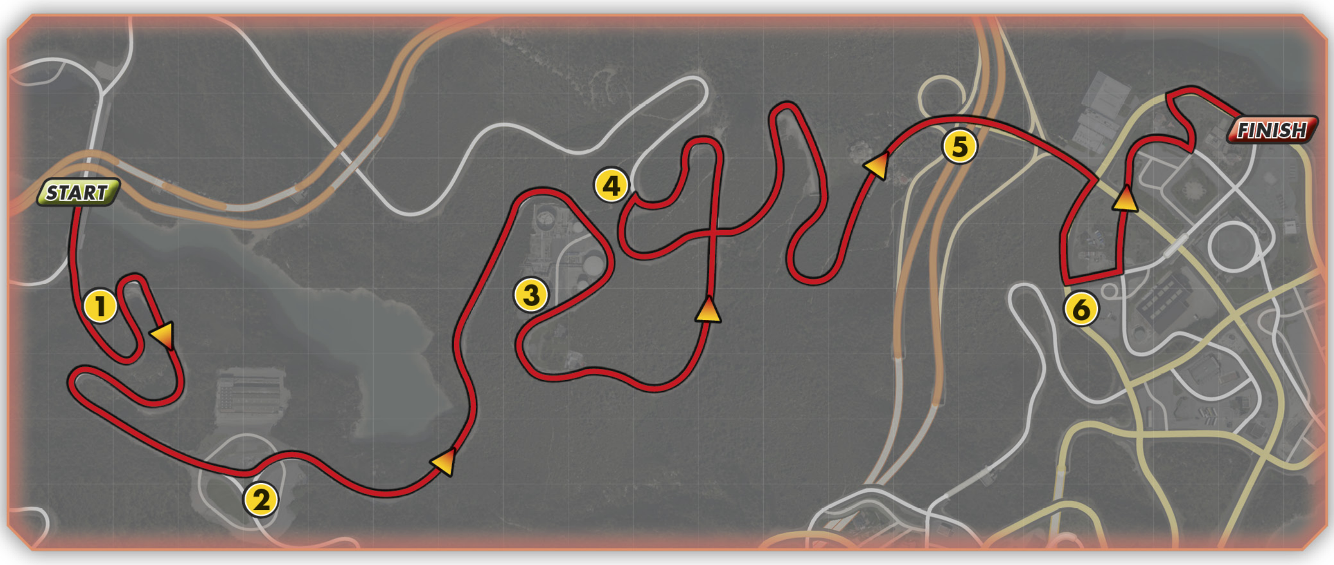
⑥ Now just race to the finish line. A couple more cops join the chase here. Watch out for the one near the finish that tries to pull out in front of you and block your path. Whip around him and right through the finish line to win the race!

Outlaw

# Maximum Attack

This is a touge against the Outlaw from El Rey to Franklin Terrace. Expect cops through most of this run. Remember that you want to combine speed with style. You score more when you're out in front.

**OBJECTIVE: Drift at the front of the pack and earn the most drift score to win.**


START
FINISH
1
2
3
4
5
6

① There are four great turns near the start where you should rack up your Drift Score before you get company. Punch it at the start to get ahead of the Outlaw so you can earn more score while drifting around those turns.

Incoming Call
From: Spike
45
TOUGE
05.00
1,058
8,206
DAIPrima2 8,206 PTS 1
Outlaw 5,016 PTS 2
- 0 PTS 3
4.13 mi
39

② The 5-0 join you at the intersection. The turns here can be tricky. You go slightly left at the intersection and then must go right. Slow down to make that second turn, then get ready for a bigger one to the left. Another cop car joins the chase, as well.

Manu Will call you back
45
TOTAL FINE
555
09.86
TOUGE
05.00
27,150
DAIPrima2 27,150 PTS 1
Outlaw 7,390 PTS 2
- 0 PTS 3
3.31 mi
56

③ After rounding the water treatment plant, a third cop car is added to your followers. Take note of it, then concentrate on drifting around the turn to the left and scoring more drift.

④ These turns in the hills are full of cops. Expect yet another one near this intersection. Get some more big score on the following turns. Keep your speed up for max score.

Amy Will call you back
2,582
TOTAL FINE
1,720
01:11.23
TOUGE
05.00
50,237
DAIPrima2 50,237 PTS 1
Outlaw 13,722 PTS 2
- 0 PTS 3
1.83 mi
33

⑤ As you leave the hills and enter the city, two more cops cross right in front of you. Maneuver around them so you don't crash, then proceed into the city.

Manu Will call you back
HIGH SPEED
1X
166
TOTAL FINE
2,485
01:54.63
TOUGE
05.00
71,461
DAIPrima2 71,461 PTS 1
Outlaw 17,362 PTS 2
- 0 PTS 3
0.81 mi
84

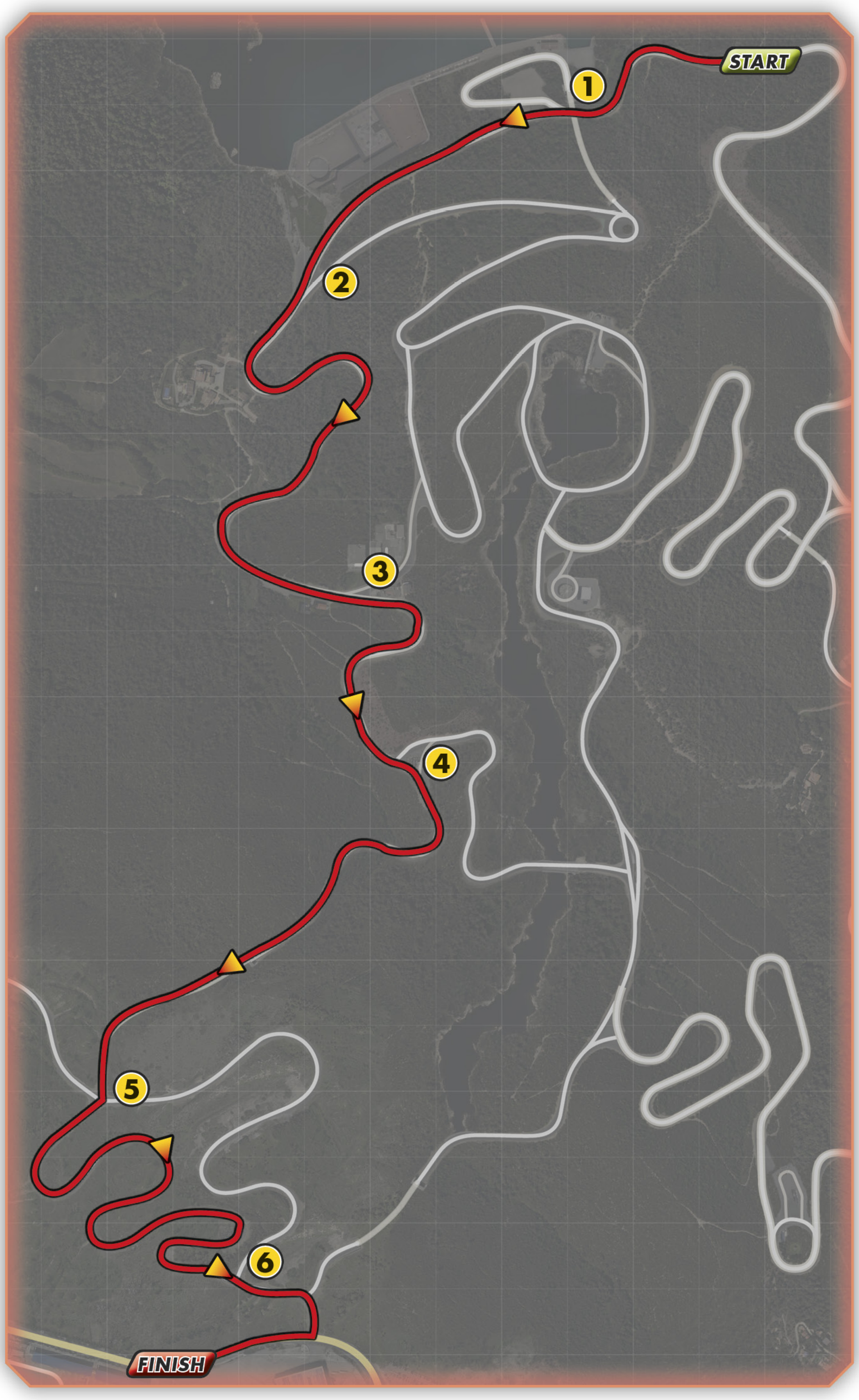
⑥ The police have radioed ahead and there are concrete roadblocks at intersections in the city. You need to make some fast turns to avoid them. The cops also try to ram you to get you to stop, so dodge them and make your way to the finish line.

Outlaw

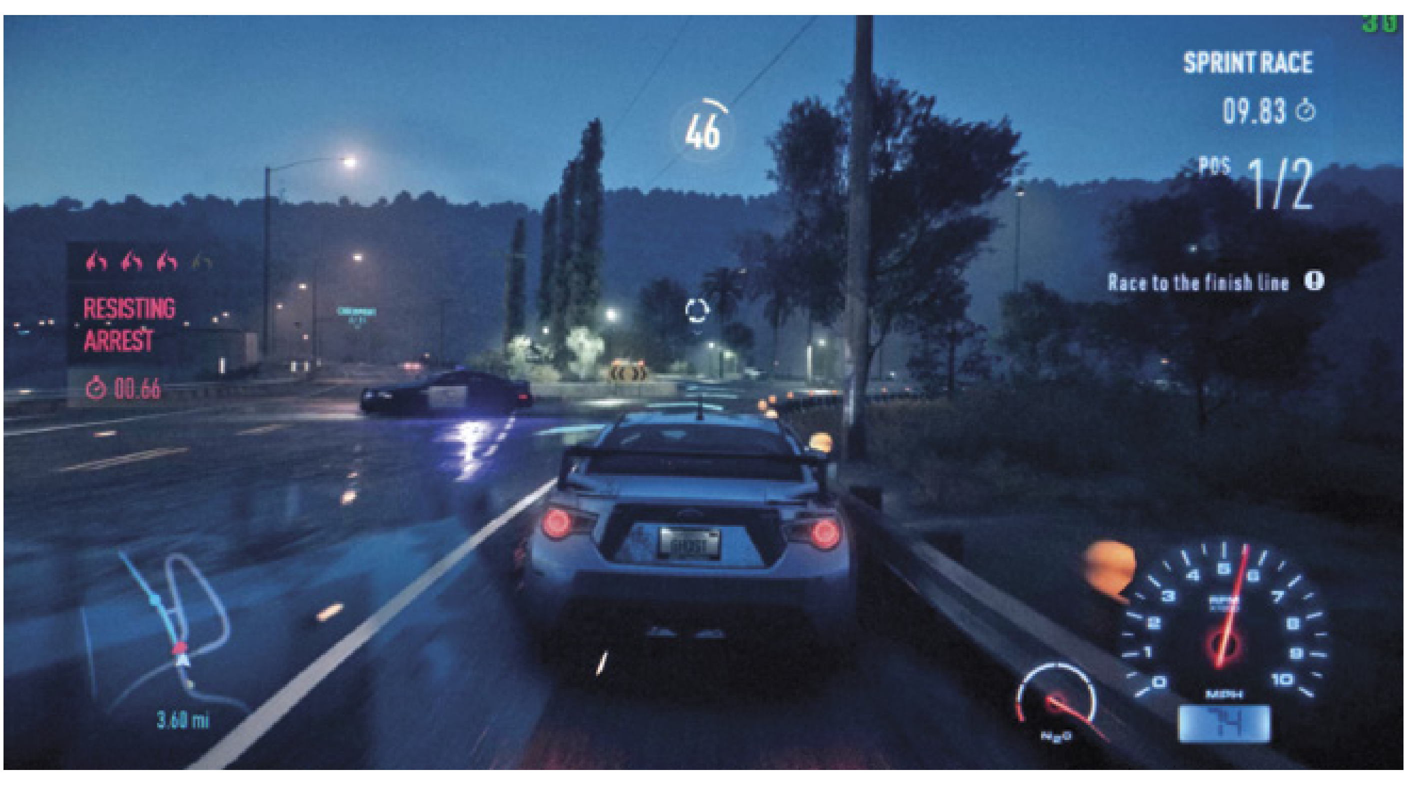
## Nothing to See Here

Up for another event? How about a sprint race from down the Cascade Mountains all the way to Burnwood? Can you expect cops? Of course—this is an Outlaw challenge! Plus, there's a cop who wants to race. If you win, he lets you go. If you lose, he throws the book at you.

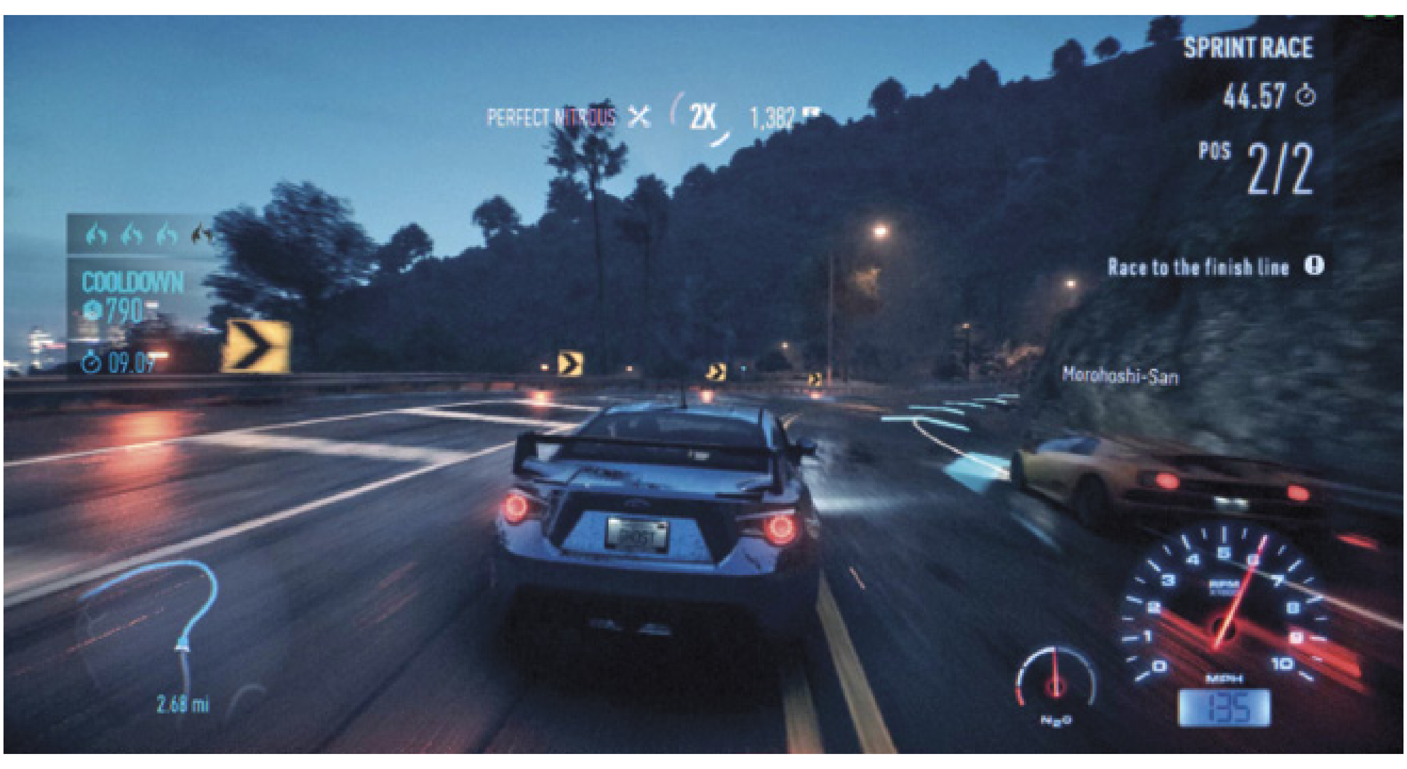
**OBJECTIVE:** Race to the finish line and be the first to cross to win.


START
1
2
3
4
5
6
FINISH

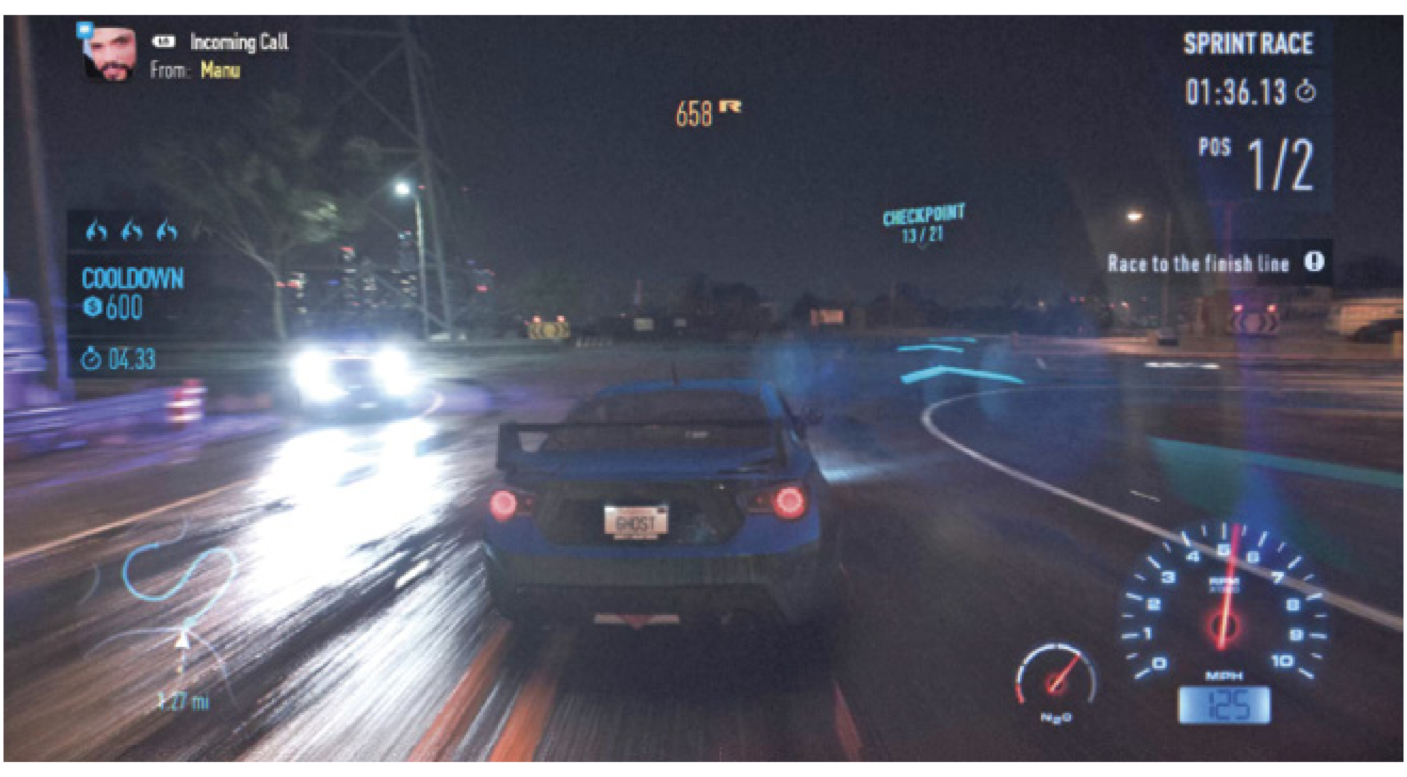
① The cop joins the race as soon as you reach the dam. After a couple turns at the start, you have a straight run where you can build velocity.


SPRINT RACE
09.83
POS 1/2
Race to the finish line
46
RESISTING ARREST
3.60 mi
74

② Since you gained a lot of speed, you must now slow down before entering the first turn or your car won't make the turn. Keep heading downhill around a few more turns while putting more distance between yourself and the law.


SPRINT RACE
44.57
POS 2/2
Race to the finish line
PERFECT NITROUS × 2X 1,382
COOLDOWN
790
2.68 mi
135

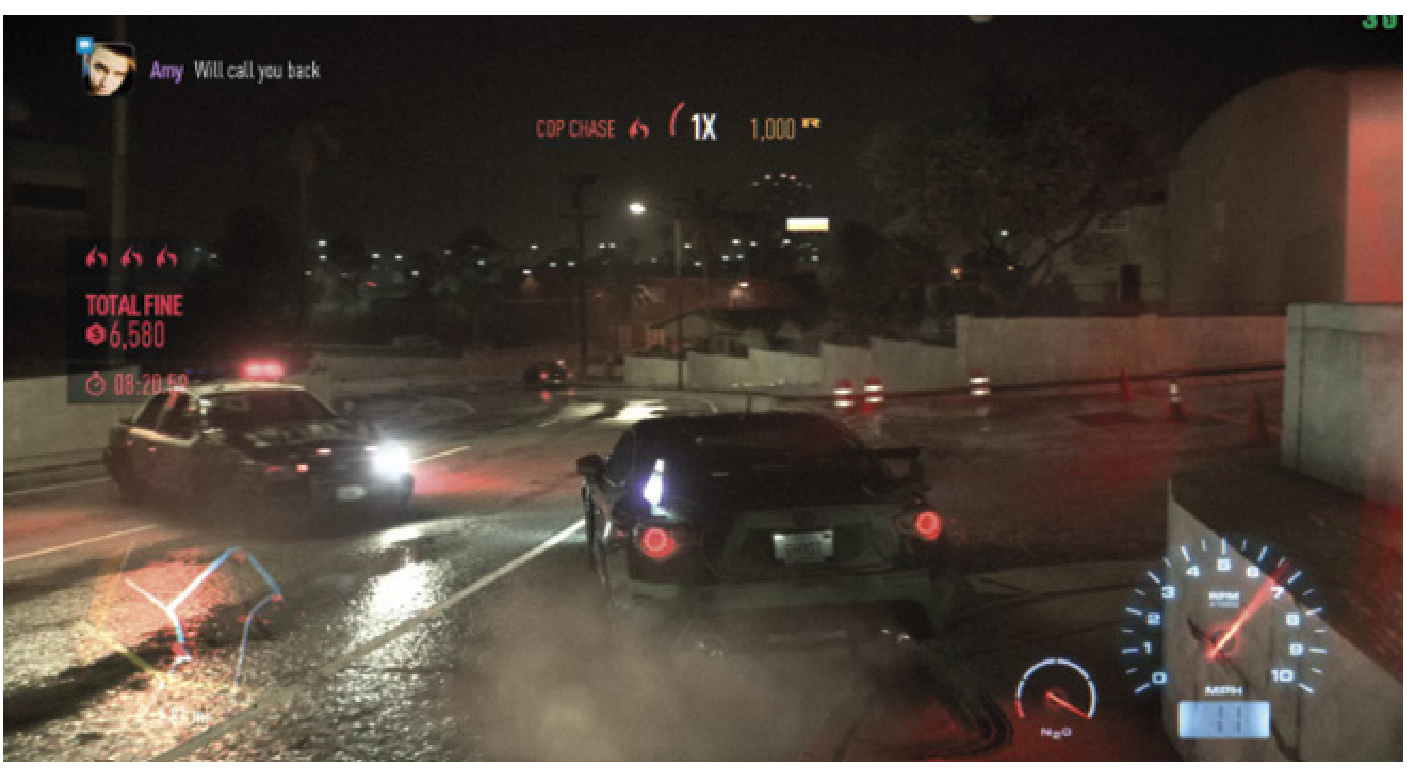
③ Even if you were able to get into cooldown, you won't escape because another cop is at the next intersection. Slow down again for a couple of turns, then speed back up.


Incoming Call
From: Manu
SPRINT RACE
01:36.13
POS 1/2
Race to the finish line
658
CHECKPOINT 13 / 21
COOLDOWN
600
1.27 mi
125

④ Another cop joins the procession at the gas station. There are a couple more turns and then you're in the tunnel. It's fairly straight, so get those horses running! There's a turn near the turn, so you may want to let up on the gas and then speed back up as you exit and cross the intersection—right in front of another cop.

⑤ Now you have a chance to show your proficiency at taking turns at high speed. There are several alternating turns that work their way down the foothills. Try to lose the cops here. If you can go into cooldown and escape, you score an extra 10,000 Rep.

⑥ If you don't escape before this intersection, cooldown ends as yet one more cop comes after you. Powerslide around the turn, then punch it at the intersection to speed across the finish line first.


Amy Will call you back
COP CHASE 1X 1,000
TOTAL FINE
6,580

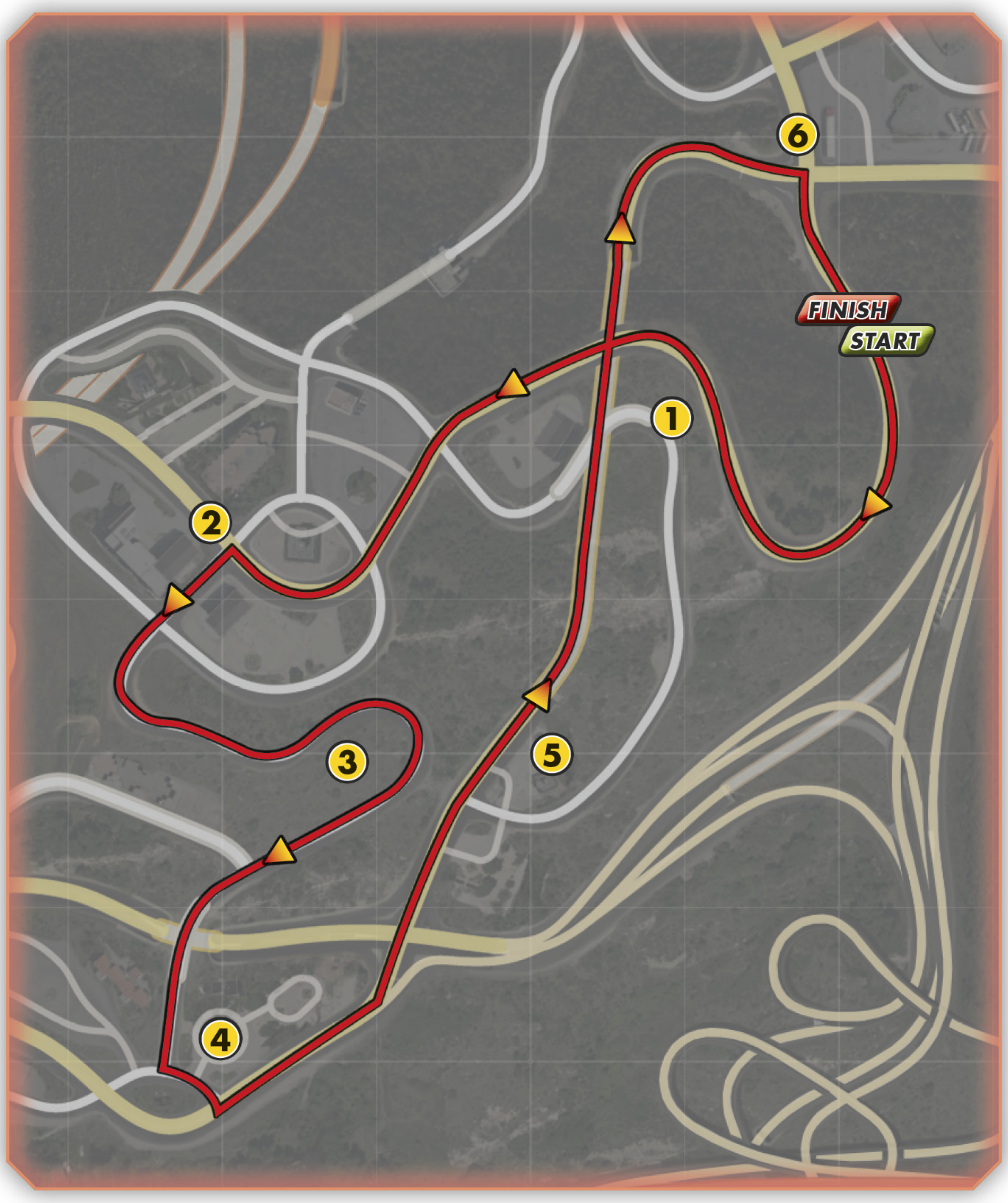
### Escape A Chase With At Least $5000 In Fines

You must complete this challenge before you get another event. This time, bait the cops long enough to get at least $5000 in fines. Hitting a cop car, damaging property, and doing a lot of reckless driving with cops in sight is a good way to get that fine up. Make sure you don't go into cooldown or you'll have to start over again if you end up escaping. Just try doubling back on the cops to keep them close. Then bug out and make your escape once you get to $5000.

# Assume the Position

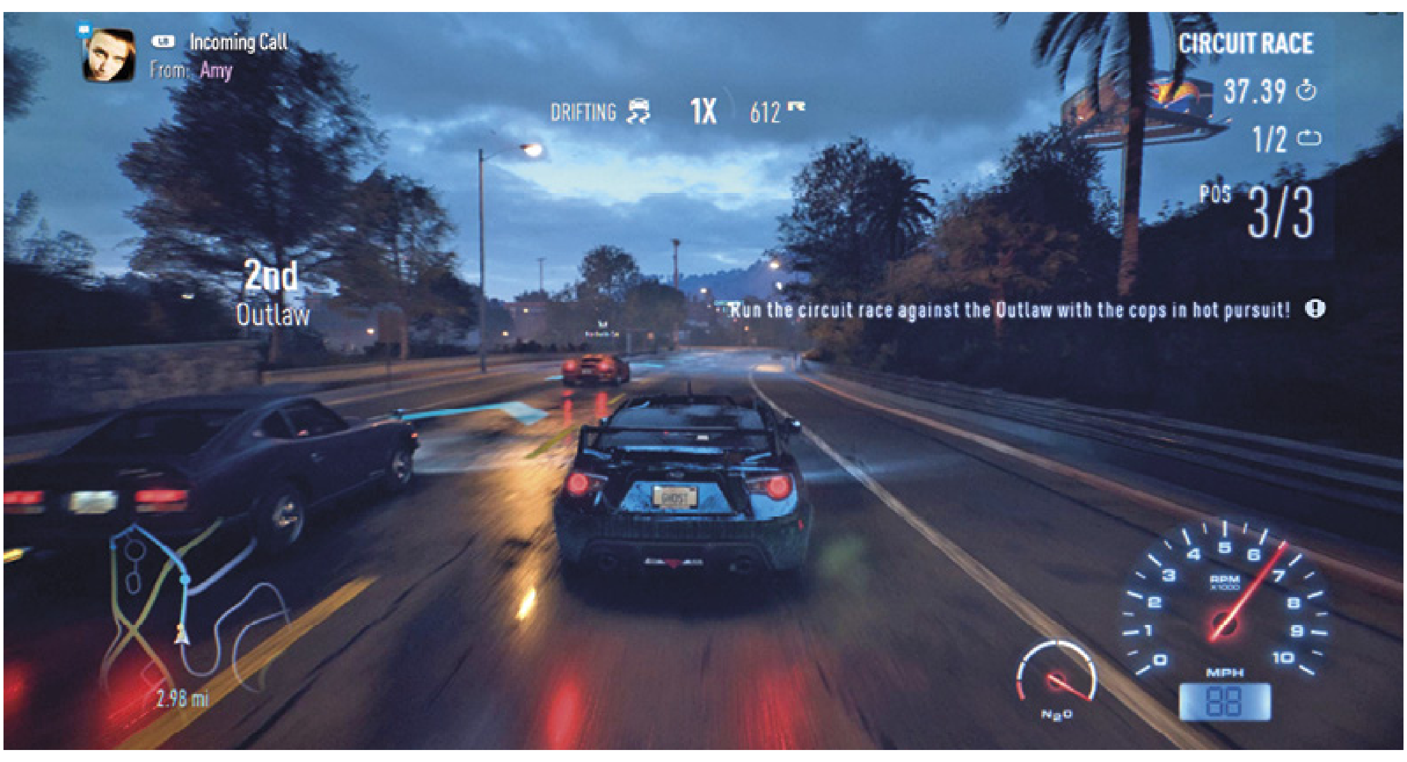
If you thought a sprint with cops was intense, now try a circuit race where you must cover the same course twice. This race is through Apollo Heights in Franklin Terrace. You need a combination of speed and control with all the tight turns and cornering here. The Outlaw has invited a friend, so there are three of you in this challenge.

**OBJECTIVE: Run the circuit race against the Outlaw with the cops in hot pursuit.**

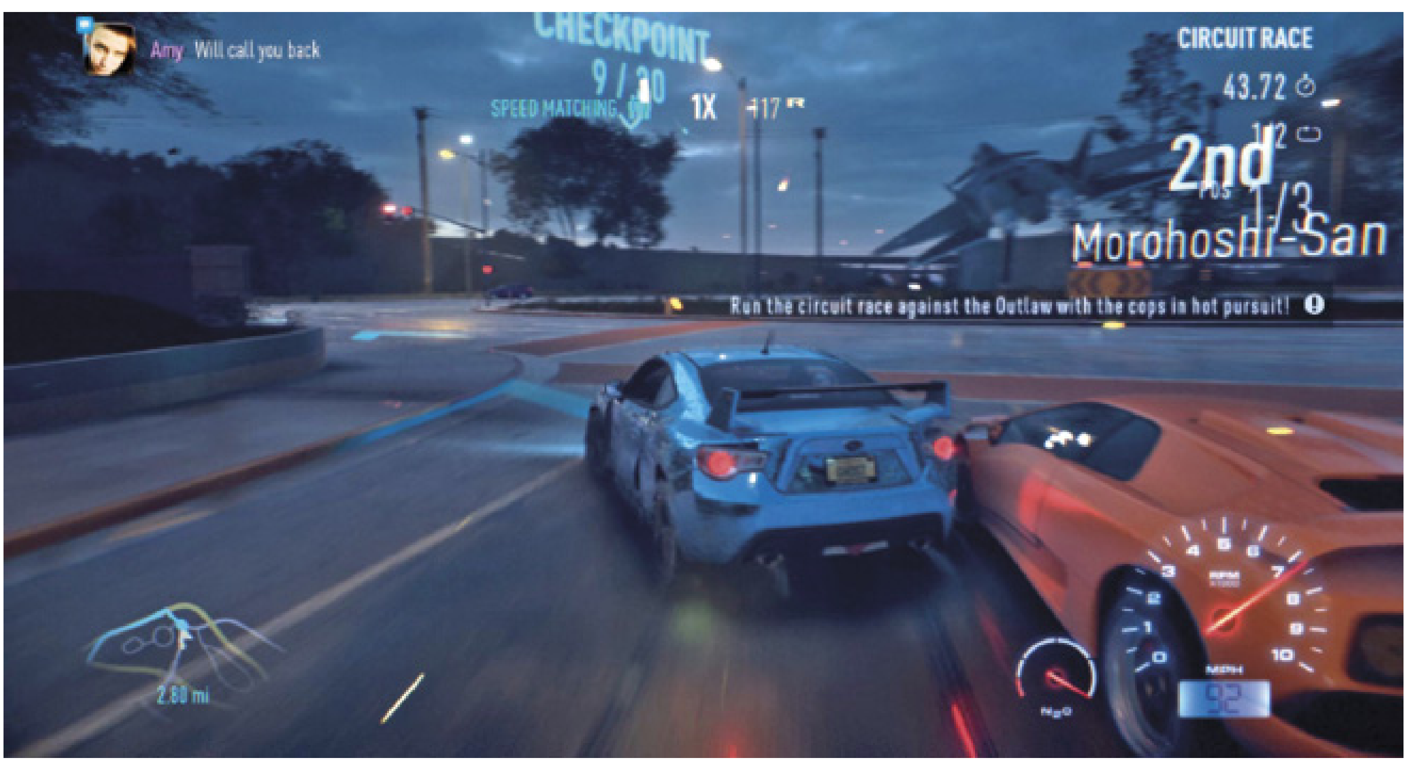

6
FINISH
START
1
2
3
5
4

① Hit the gas and get going as fast as you can. You can speed around the first few turns. Use the wide streets in this area to your benefit.

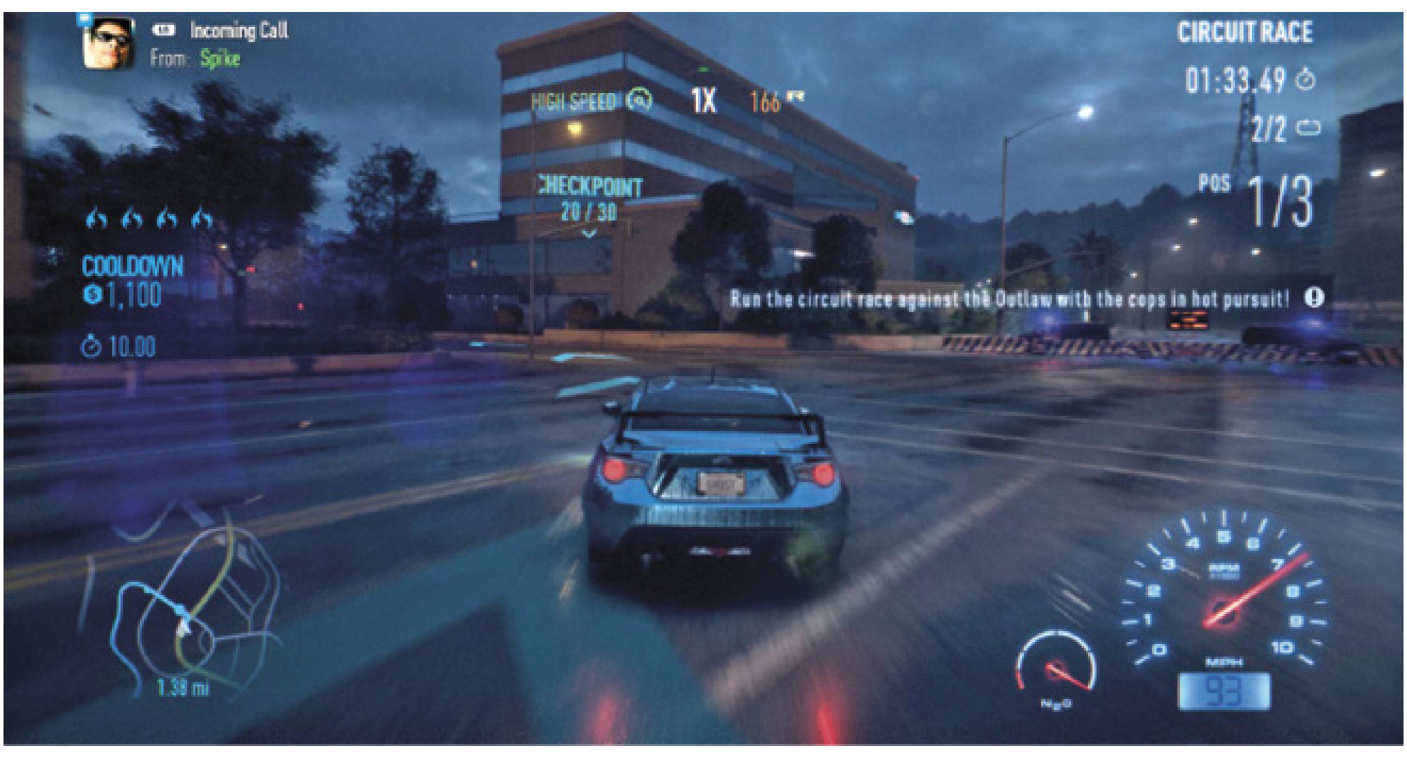
② This tight turn can be tough because it comes right after a turn in the opposite direction. Since you slowed down for this turn, the next few are easier to take. The police have set up a barricade at this intersection for your second lap, but it does not change your course.


Incoming Call
From: Amy
DRIFTING
1X
612
CIRCUIT RACE
37.39
1/2
POS 3/3
2nd
Outlaw
Run the circuit race against the Outlaw with the cops in hot pursuit!
2.98 mi
MPH
88

③ Build up speed as you approach this 180-degree turn. Powerslide around it, staying as close to the inside as possible, then hit the gas as you exit.


Amy Will call you back
CHECKPOINT
9 / 30
SPEED MATCHING
1X
417
CIRCUIT RACE
43.72
1/2
POS 1/3
2nd
Morohoshi-San
Run the circuit race against the Outlaw with the cops in hot pursuit!
2.80 mi
MPH
92

④ While this looks like a couple of turns with a curve in the middle, drive it like a wide turn or you'll either have to slow down or lose control. The more control you have when you come off this turn, the better you are set up for the next leg.


Incoming Call
From: Spike
HIGH SPEED
1X
166
CHECKPOINT
20 / 30
CIRCUIT RACE
01:33.49
2/2
POS 1/3
COOLDOWN
1,100
10.00
Run the circuit race against the Outlaw with the cops in hot pursuit!
1.38 mi
MPH
93

⑤ Put the pedal to the metal and even use nitrous when you get up to speed. Your opponents fly through this part and so must you!

⑥ These two turns can be taken at high speed and treated like a wider, longer turn. You also get the first cops at the end of the first lap. Maintain your speed and make another lap, then race from here to the finish line on your second lap.

## TIP

**You get a call from the Outlaw. He wants to meet you at the diner. When you get there, you may be surprised at who you've been racing against in the last few events. However, you're not done yet.**

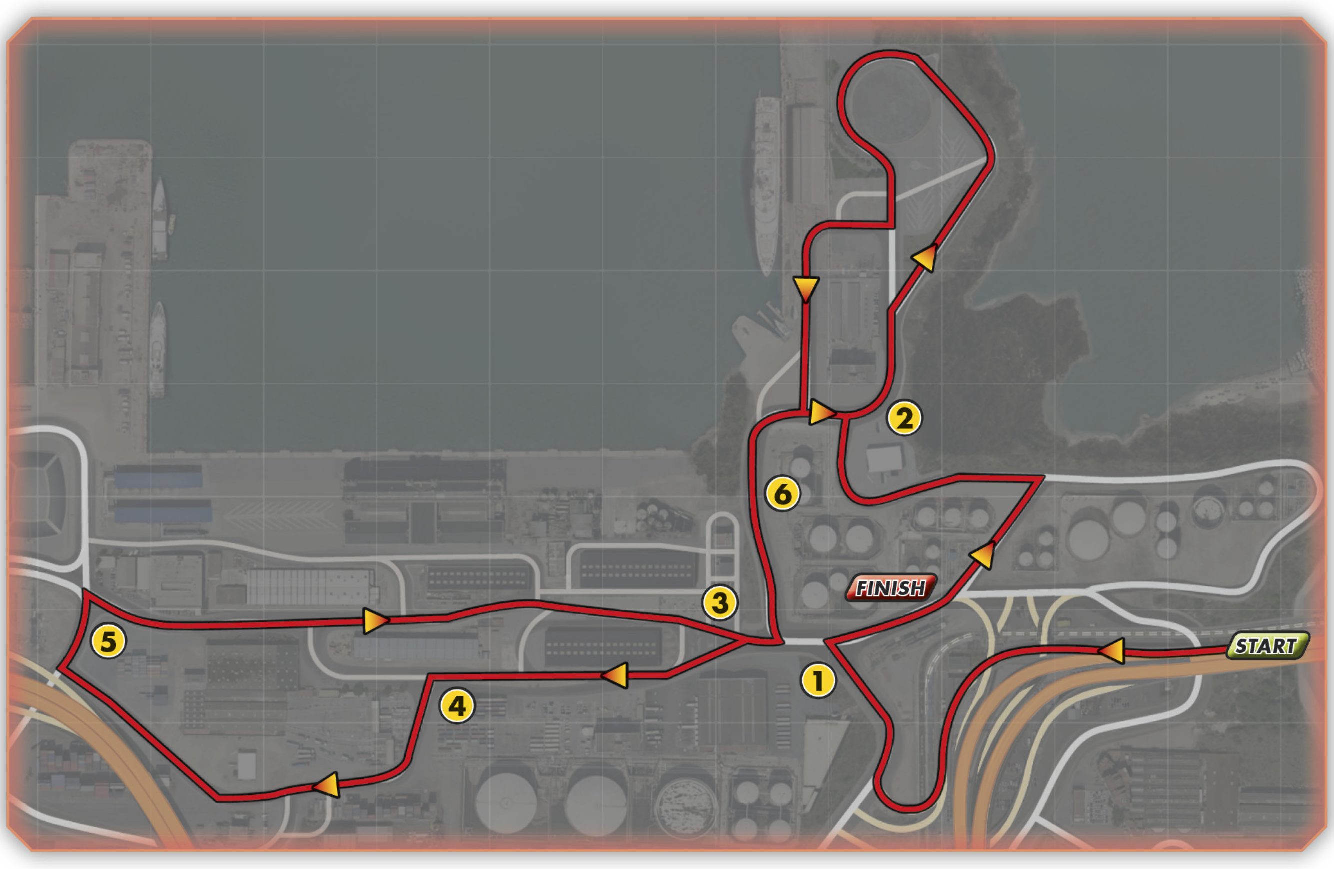
NEED FOR SPEED

### Outlaw

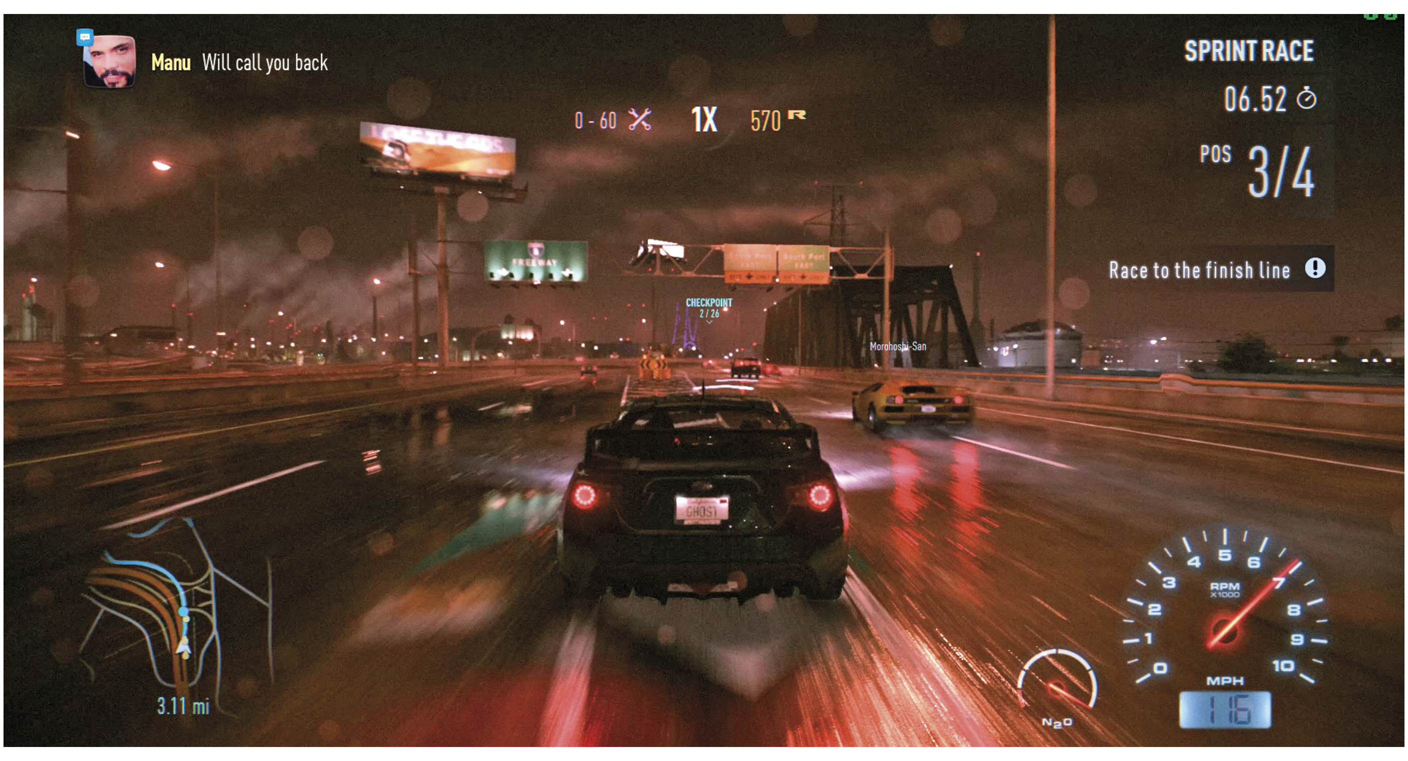
## Angels Can't Catch Devils

Now that you know the identity of the Outlaw, he and his two fellow Outlaws are challenging you to a sprint race down in South Port. You'll be racing right past the police station, so you can definitely expect some cops here. Just keep them on your six.

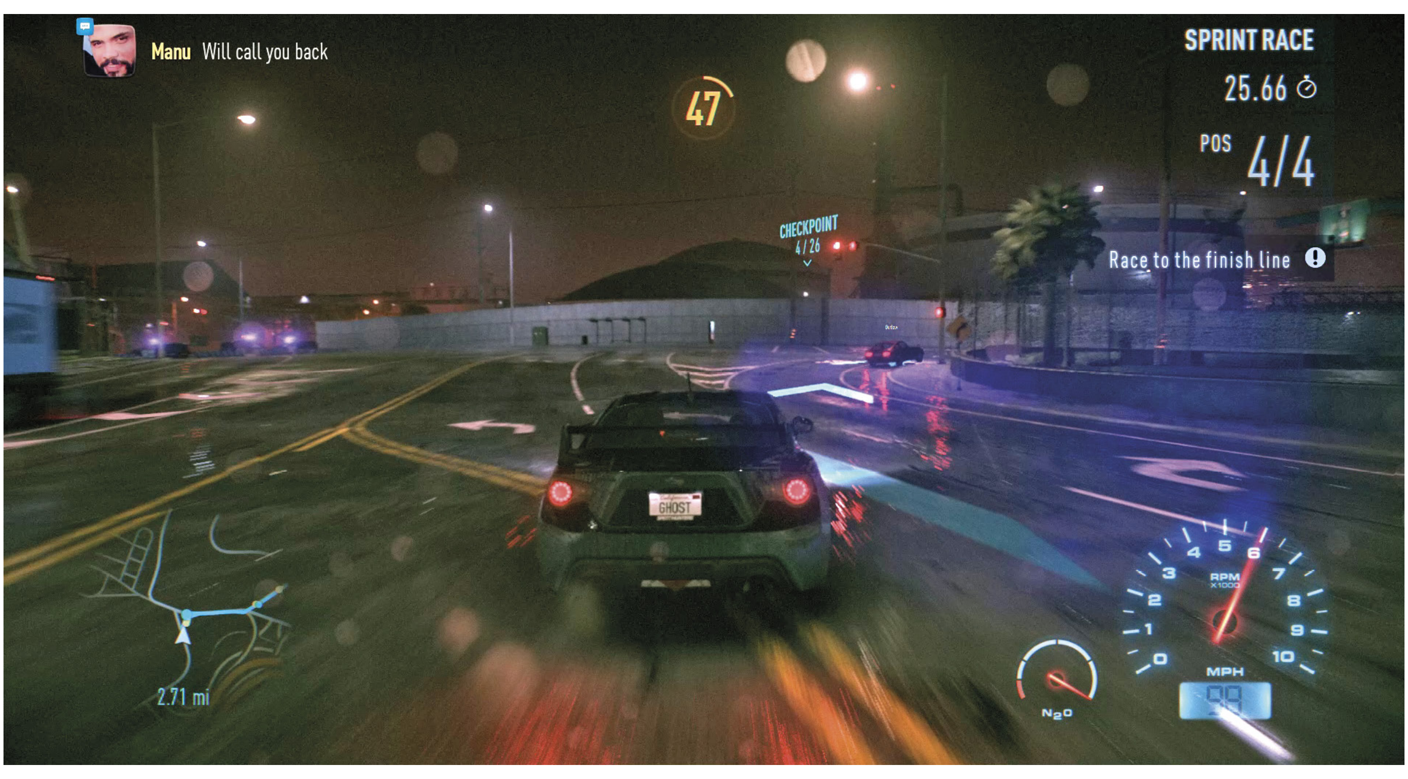
**OBJECTIVE:** Race to the finish line and be the first one across.


START
FINISH
①
②
③
④
⑤
⑥

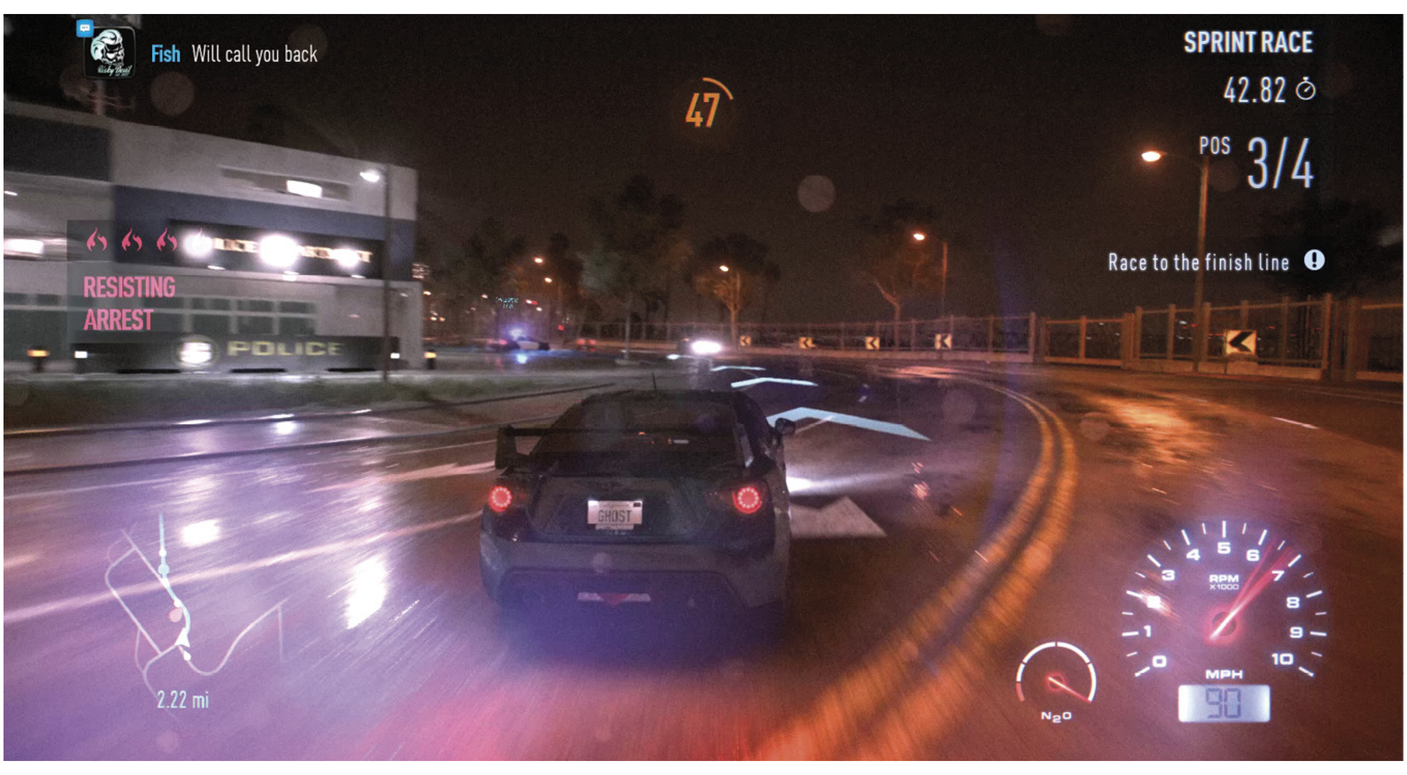
① The race begins on the freeway, so get up to speed as quickly as you can, but slow down again as you take the off-ramp. The turns are tight and it's easy to lose control if you go too fast. Once on the main roads, you can see the police have already set up a concrete barricade here.


Manu Will call you back
0 - 60
1X
570
SPRINT RACE
06.52
POS 3/4
Race to the finish line
CHECKPOINT 2/26
3.11 mi

② Keep your speed up and powerslide through the turns while maintaining control. Race past the police station and watch for oncoming traffic. Besides cops and racers, there are also citizens driving, and you can't afford to crash if you want to win. Follow the course around multiple turns. Navigate them as fast as you can, and don't be afraid to go across grass or sidewalks if necessary while avoiding other vehicles.

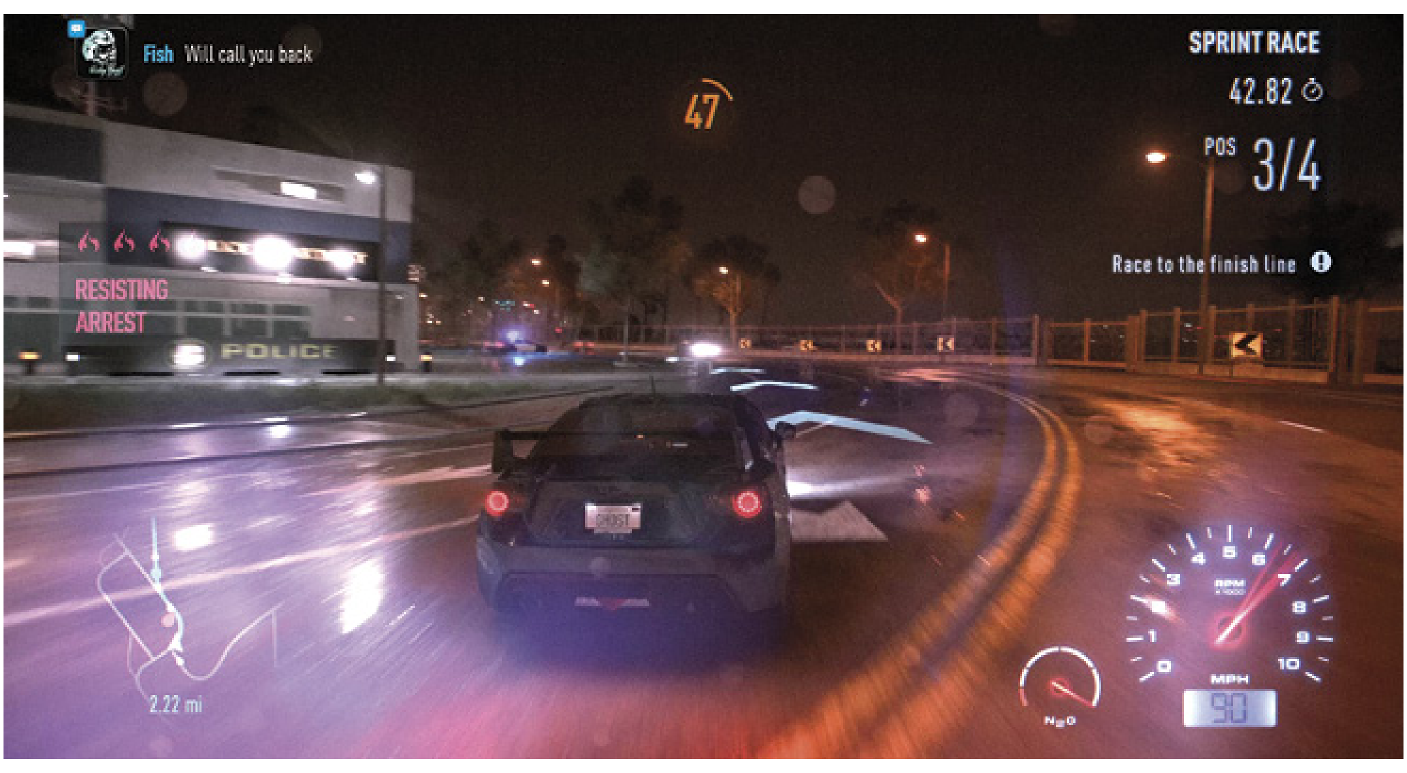

Manu Will call you back
47
SPRINT RACE
25.66
POS 4/4
Race to the finish line
CHECKPOINT
2.71 mi

③ There's a tight turn to the right and then a short sprint. Go fast, but realize it won't last long.


Fish Will call you back
47
SPRINT RACE
42.82
POS 3/4
Race to the finish line
RESISTING ARREST
POLICE
2.22 mi

④ The turn to the left comes quickly, so watch for it and be ready to powerslide around it. It's easy to miss. You can take the next few turns fairly fast. When you get to the intersection at the end of this area, powerslide around two turns in a row.

⑤ Now you have a long sprint. If you want to win, you must run this stretch as fast as you can.

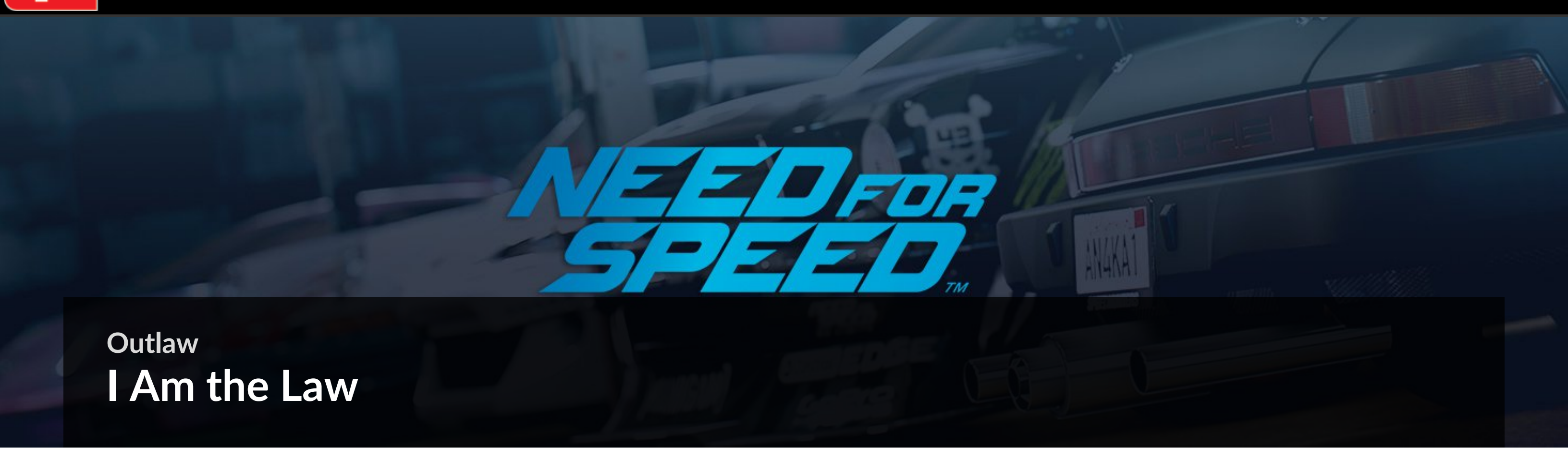

Fish Will call you back
47
SPRINT RACE
42.82
POS 3/4
Race to the finish line
RESISTING ARREST
POLICE
2.22 mi

⑥ The barricades are at the end of the sprint and block your way to the finish line. Take a sharp left and work your way around several turns to reach the end. This is where your cornering ability can make the difference between winning and losing.

Incoming Call
From Robyn
166
GHOST

### Escape A 5-Minute Chase Driving A Car With Less Than 200 Hp

By now your car is probably well upgraded with lots of power and speed. No wonder you can outrun cops. However, head back to the garage and either downgrade your ride or switch to another car. You need to get under 200hp, then get into a chase with the cops. You can't outrun them this time, so use bootlegger turns and powerslides to lead them on a winding goose chase until you lose them. Sometimes parking in a corner and turning off your car is a great way to wait out a cooldown until you make your escape.


NEED FOR SPEED™

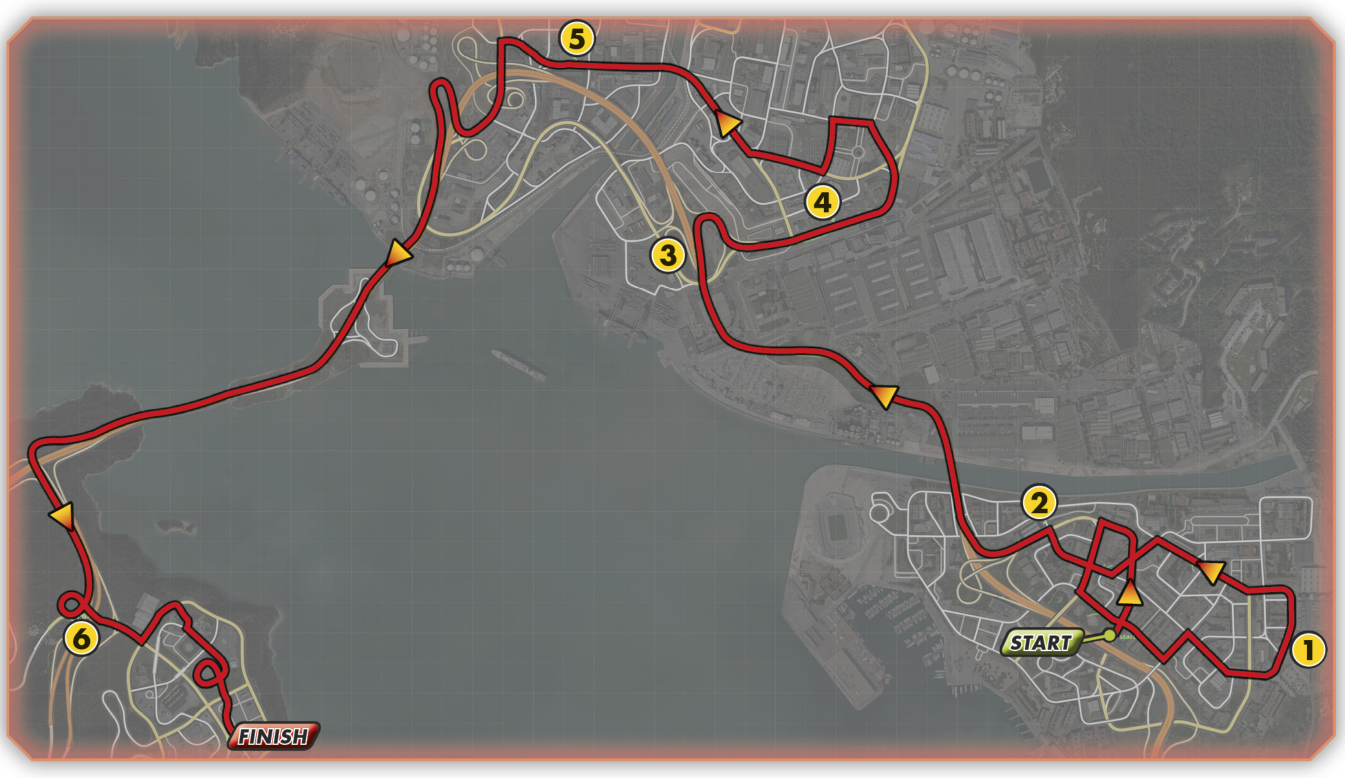
## Outlaw

# I Am the Law

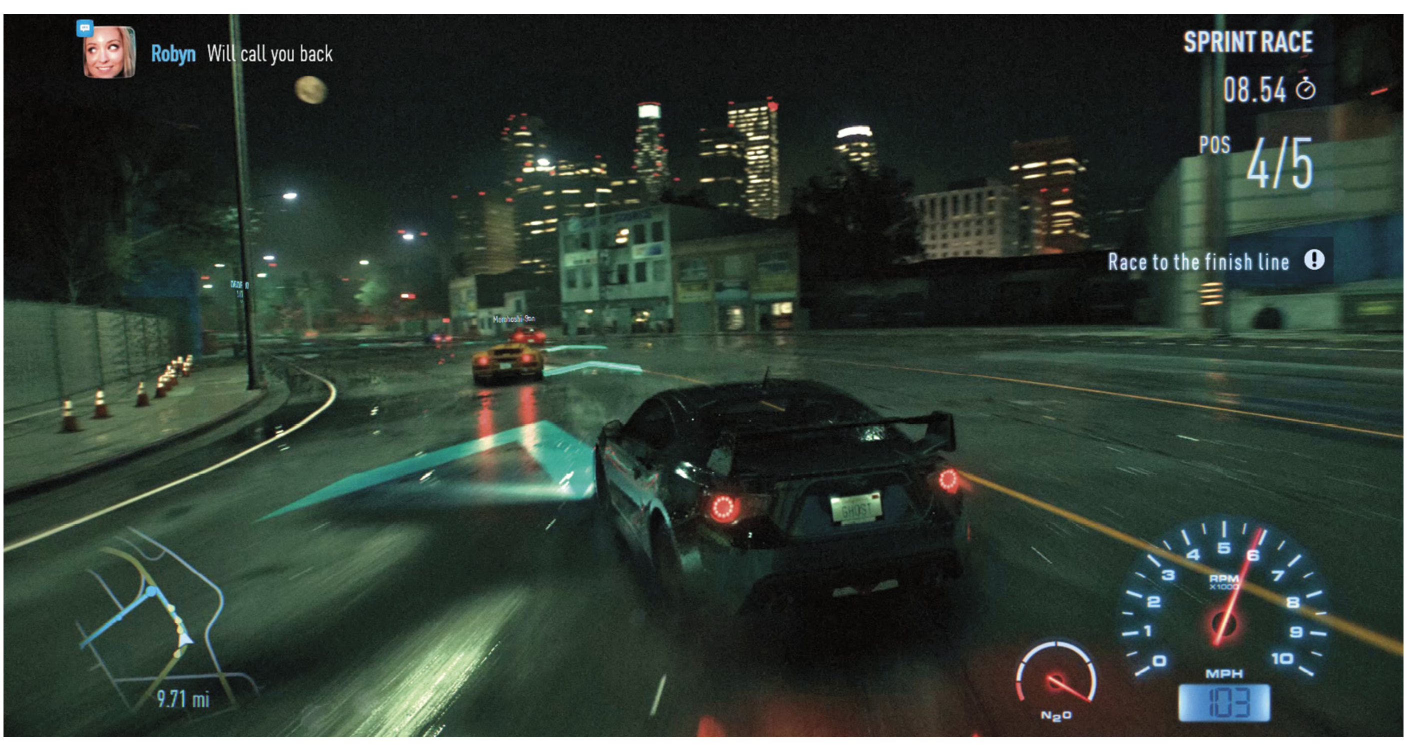
The final Outlaw event features a long sprint race that includes freeway racing, as well as rushing through the city streets in Royal Park, Burnwood, and then ending in Franklin Terrace. After all of the problems you've been causing, the cops are out in force.

They have set up barricades all over the city and even deployed spike strips to rip your tires and bring you to a stop. This is the ultimate Outlaw challenge.

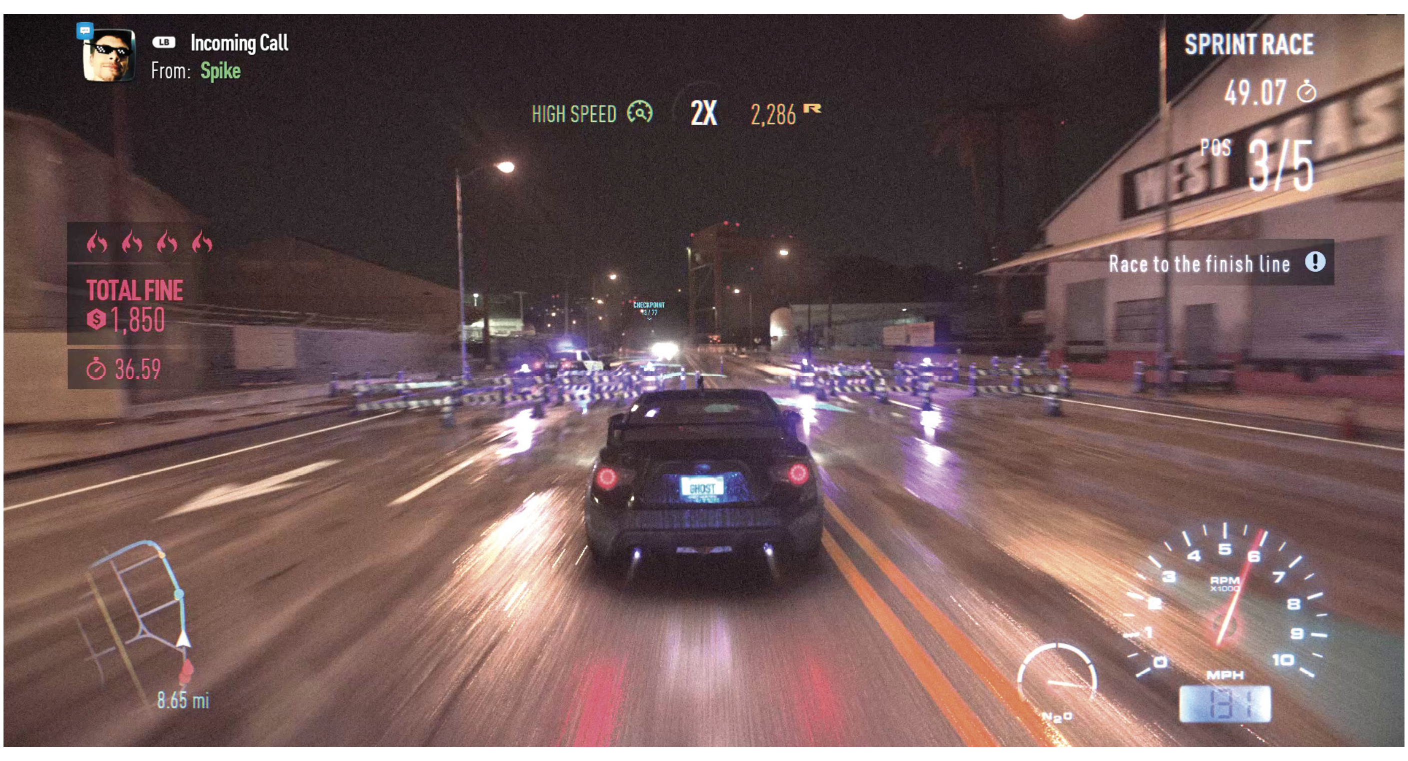
**OBJECTIVE: Race to the finish line and beat the other four Outlaws while being pursued by cops.**


5
4
3
2
START
1
6
FINISH

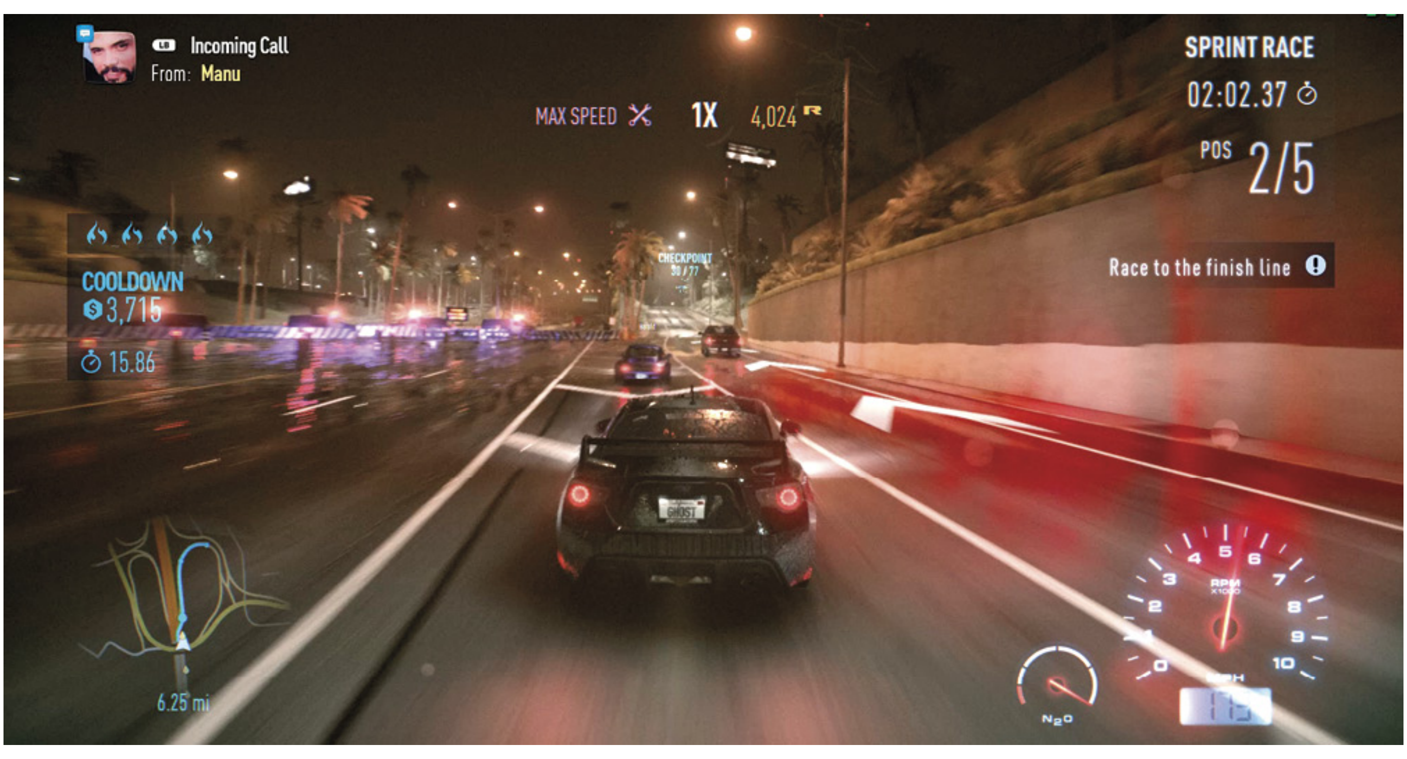
① The first part of the race is through the streets of Royal Park. There are some tight turns here, but overall the streets are fairly wide. Just don't take the turns too wide or you may run into buildings. The first barricade is located here. Drive right through it and keep going.


Robyn Will call you back
SPRINT RACE
08.54
POS 4/5
Race to the finish line
9.71 mi

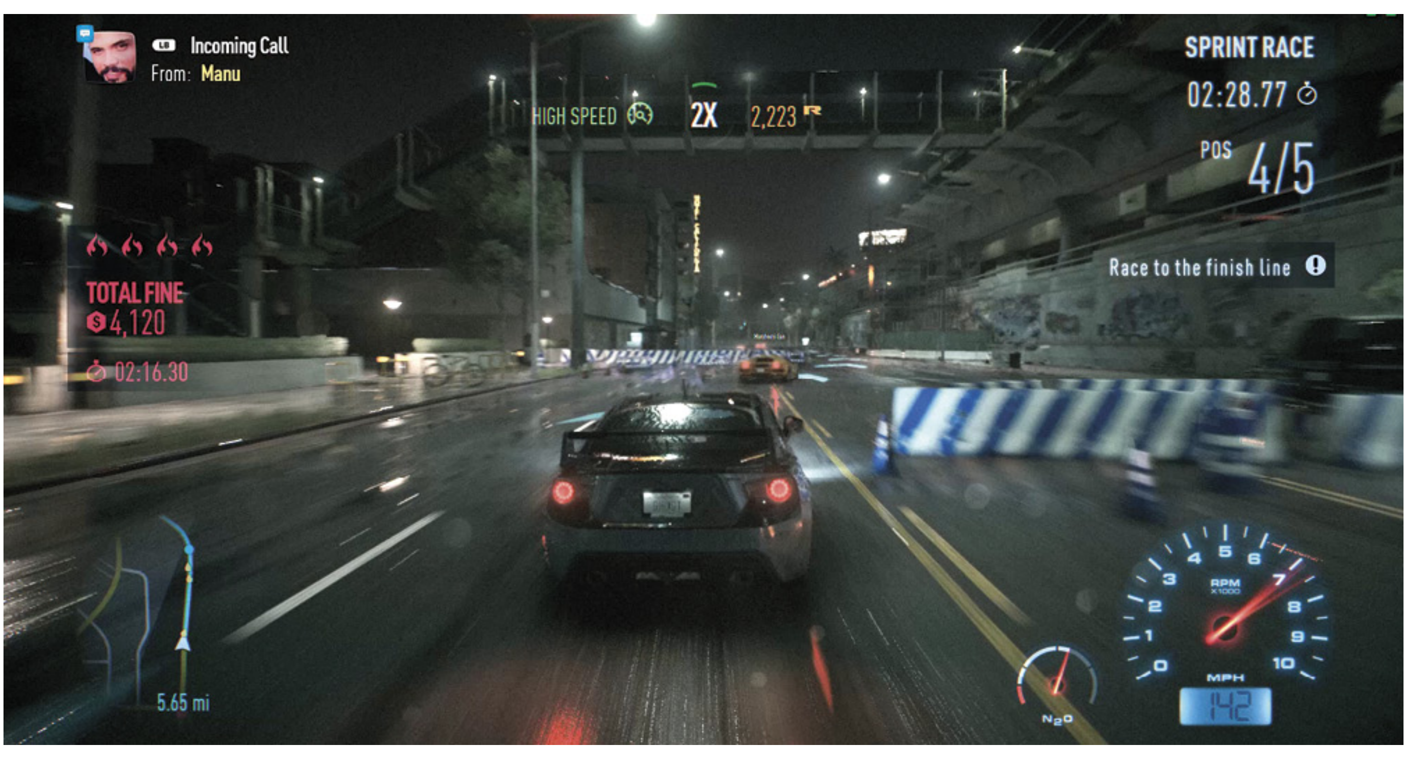
② The cops have set up a concrete barrier here, so take a quick left turn and make your way along the on-ramp onto the freeway. Hit the gas and go as fast as you can. Use your horsepower to get ahead during this sprint.


Incoming Call
From: Spike
HIGH SPEED 2X 2,286
SPRINT RACE
49.07
POS 3/5
Race to the finish line
TOTAL FINE
1,850
36.59
8.65 mi

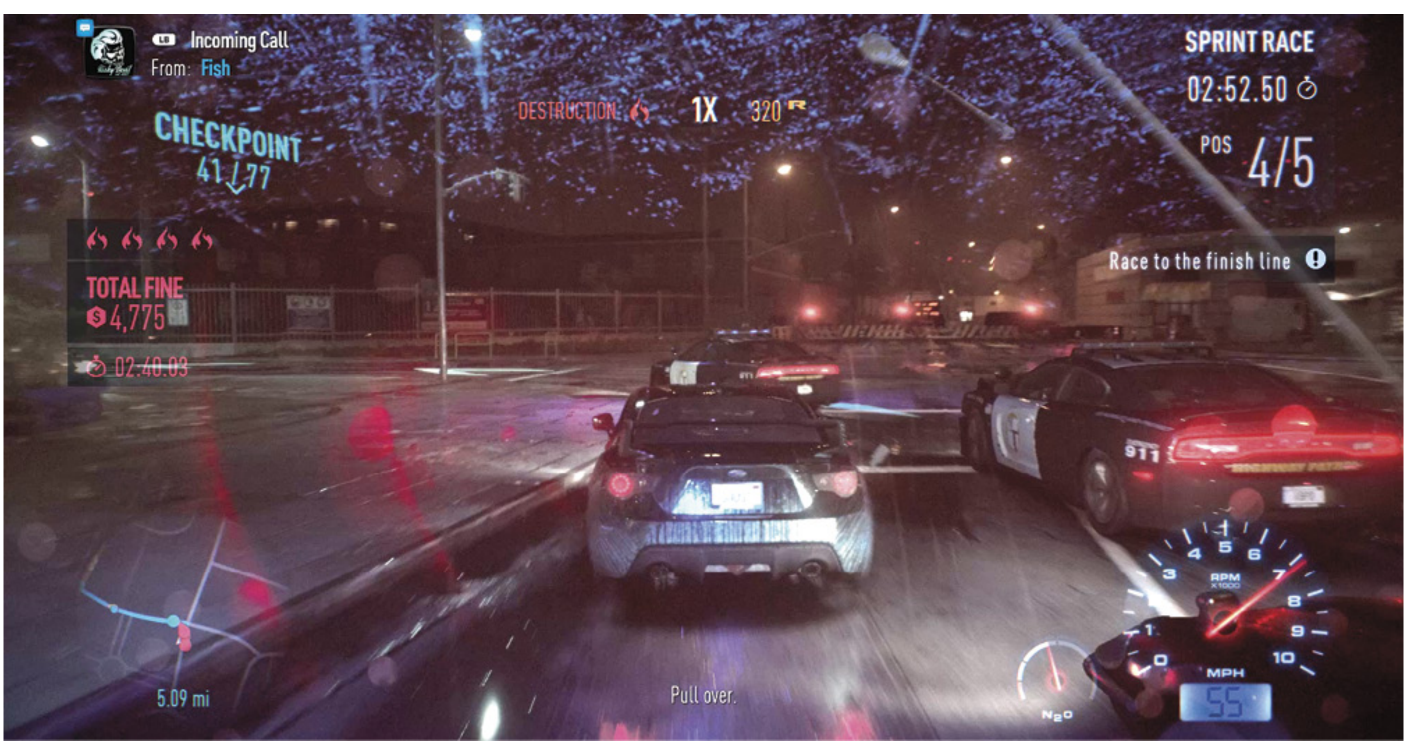
③ Can you believe it? The cops have placed a concrete barrier across the freeway here! Take the off-ramp and head into Burnwood. Slow down for the turn in the middle of the off-ramp, then make a quick left turn.


Incoming Call
From: Manu
MAX SPEED 1X 4,024
SPRINT RACE
02:02.37
POS 2/5
Race to the finish line
COOLDOWN
3,715
15.86
6.29 mi

④ There are concrete barriers here, too, but you can maneuver around them. Stay to the left of the first barriers, then go around the right side of the second set. Slow down so you don't crash here, then pick up speed and go. Be ready to make quick, sharp turns to avoid barriers set up across streets throughout this area.


Incoming Call
From: Manu
HIGH SPEED 2X 2,223
SPRINT RACE
02:28.77
POS 4/5
Race to the finish line
TOTAL FINE
4,120
5.65 mi
142

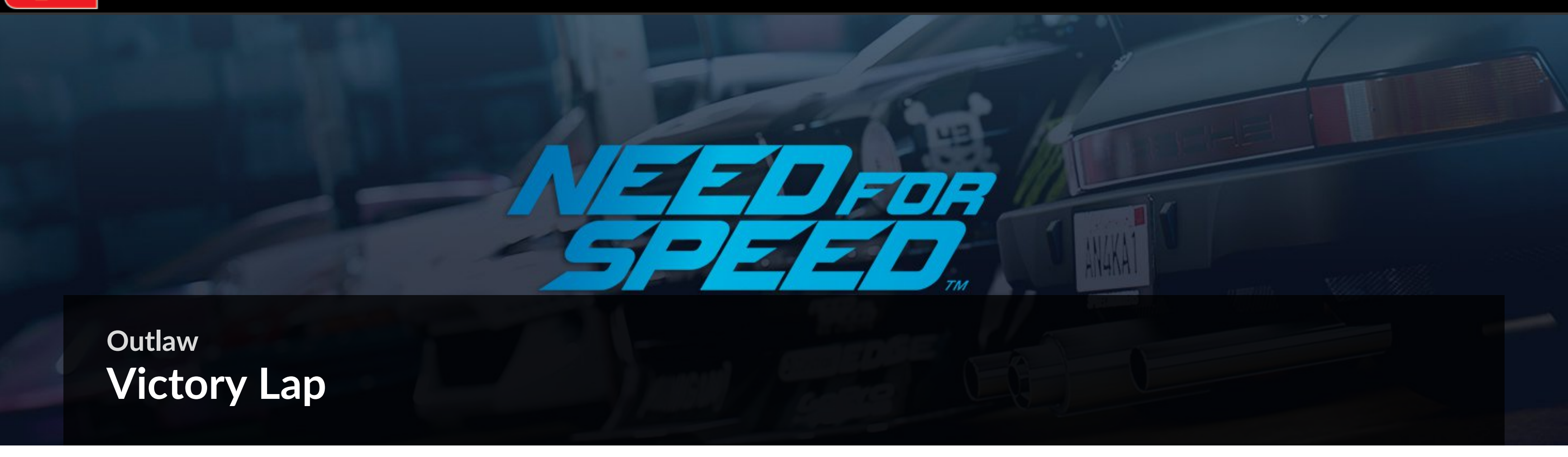
⑤ The biggest threat to your race success is right here. The cops have deployed spike strips across the road. Slow down! Veer left of the first strip, then swerve to the right of the second. You are driving fast right at them, so they may look like barricades you can bust through. If you do that, you'll lose your tires! Once past the strips, race to the on-ramp and take the freeway all the way to Franklin Terrace. Hit top speed along this run to get out ahead of the competition. Just watch for traffic.


Incoming Call
From: Fish
CHECKPOINT
41.77
DESTRUCTION 1X 320
SPRINT RACE
02:52.50
POS 4/5
Race to the finish line
TOTAL FINE
4,775
5.09 mi
Pull over

⑥ When you reach Franklin Terrace, slow down on the off-ramp to avoid losing control, then race through city toward the finish line. Several streets are blocked, so be ready for some tight turns and short sprints.

## TIP

**Make another trip to the diner to meet the rest of the Outlaws and celebrate your induction into their elite group.**

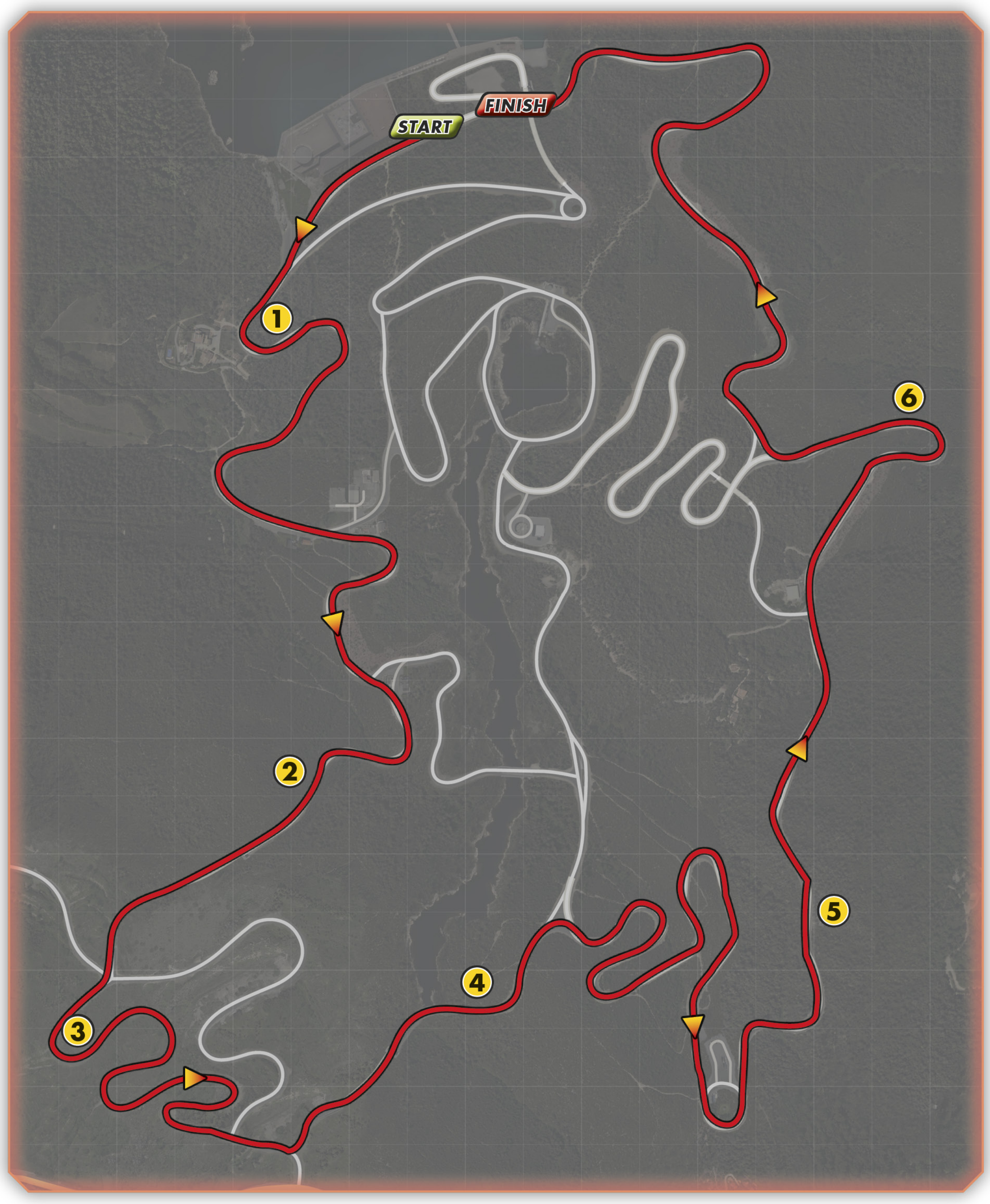

NEED FOR SPEED

Outlaw

## Victory Lap

Each of the five storylines has its own final event and celebration. However, once you complete all five storylines, you receive an invitation from Robyn for a race with the rest of the gang. It's a circuit race from the top of the Crescent Mountains, down to the bottom, and then back up again for a single lap.

**OBJECTIVE: Race to the finish line and be the first across to win.**


START
FINISH
1
2
3
4
5
6

① Since you start at the top of the dam, you have a straight run for a bit where you can reach your top speed as you begin heading downhill. However, as you approach the first turn, slow down. Take the turn and then speed up. Continue doing this through the next several. Often a tap of the brakes is enough, though it may take a bit more since you are going downhill.

② This section is a speed run, so let 'er rip. Just be careful of the turn near the end of the tunnel, which can catch you by surprise when racing so fast.

Incoming Call
From: Magnus Walker
634
CHECKPOINT
CIRCUIT RACE
57.69
1/1
POS 1/6
Race to the finish line
6.24 mi
75

③ After rushing through the intersection, you hit another series of turns. Don't go too fast through this section. Just stay with the pack. At the end of the turns, sprint toward a left turn that takes you back up to the top of the mountains again.

Magnus Walker Will call you back
DRIFTING
1X
1,135
CIRCUIT RACE
01:55.46
1/1
POS 2/6
1st
Manu
Race to the finish line
4.87 mi
100

④ For the first part of this leg, hit the gas and sprint up the mountain, then slow down as you approach a series of turns. The latter turns have some distance between them, so hit the gas as you exit one, then slow down as you enter the next. Continue around the monument, then use caution along the two alternating turns that follow.

Incoming Call
From: Manu
HIGH SPEED
1X
166
Canyon Dam
CIRCUIT RACE
04:18.59
1/1
POS 1/6
CHECKPOINT 32/38
Race to the finish line
1.20 mi
72

⑤ Now for the uphill sprint along this section that's fairly straight with some long, wide turns—you don't even need to slow down for these. Maintain your speed and watch for traffic. This is where your horsepower really matters.

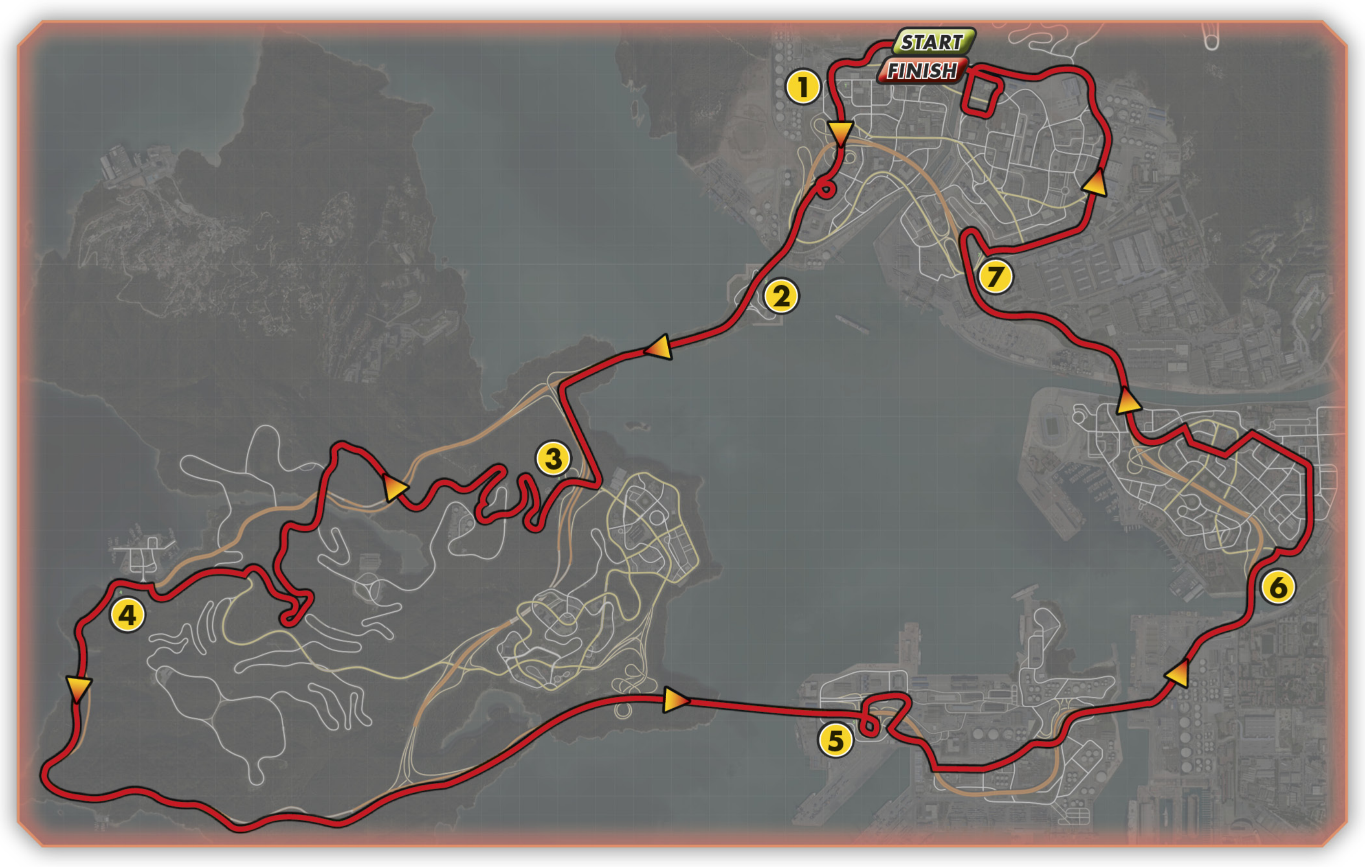
⑥ At the end of the speed run, you have a tight turn to the right, followed by a hairpin turn to the left. Slow down before you enter these areas or you'll definitely lose control and run into the guardrail. Continue around some more turns with a short straightaway. As you approach the finish line at the top of the dam, slow down for those last two turns since you need to take them both under control.

### Outlaw

## On the Dream Team

You have made it to the ultimate event. This sprint race includes not only your group of friends, but also all the icons for each storyline. You race from Burnwood and then through each of the other four districts with sprints on the freeways. Twenty-one miles later, you're back where you started. There are 10 other drivers racing against you on this one.

**OBJECTIVE: Race to the finish line and be the first one across to win.**


START
FINISH
①
②
③
④
⑤
⑥
⑦

① You begin at the edge of Burnwood, near the foothills of the Cascade Mountains. Take the main road all the way to the off-ramp onto the freeway—entering against traffic!

SPRINT RACE
10:49.21
POS 4/11
Race to the finish line
NEAR MISS
2X
6,430
CHECKPOINT 87 / 104
2.69 mi
MPH
136
N2O

② The freeway is a speed run to Franklin Terrace. Hopefully you brought your fastest car, because the other drivers sure did! Your main concern here is the slower moving traffic. Don't hit them or you'll crash. Slow down as you go against traffic again on the connector ramp, then speed up to Franklin Terrace.

New stock just in!
Short Ram Air Intake now purchasable in the store!
New range now in store!
Tire Bombing now purchasable in the store!
0 - 60
1X
667
CHECKPOINT 1 / 104
SPRINT RACE
02.67
POS 11/11
Race to the finish line
Ken Block
Robyn
Magnus
Nakai-San
Spike
MPH
63
N2O

③ Exit the freeway via the on-ramp. Take a right, then race into the curvy roads all the way to El Rey. Alternate between short sprints and slowing down at corners. This is where handling makes or breaks you—especially at these high speeds.

DESTRUCTION
2X
678
CHECKPOINT 11 / 104
SPRINT RACE
57.10
POS 5/11
Race to the finish line
19.68 mi
MPH
148
N2O

④ Once you get on the freeway, take it all the way to South Port. Even though there are some turns, especially in the first mile and a half, you can still take these at high speed. Once you reach the straightaway, you can drive up to 200mph for long stretches of this run.

1,128
SPRINT RACE
02:49.50
POS 10/11
Race to the finish line
CHECKPOINT 20 / 104
Nakai-San
17.90 mi
MPH
96
N2O

⑤ As you approach South Port, get in the right lane so you can take the first off-ramp. It has some turns, so slow down. Once you're past these, it's mostly a straight shot to the on-ramp back onto the freeway. Resume your max speed, but be careful as you enter the tunnel. You may need to slow down for the turn there. When you emerge, prepare to take the off-ramp into Royal Park.

CHECKPOINT
24 / 104
1,256
SPRINT RACE
03:26.50
POS 6/11
Race to the finish line
16.88 mi
MPH
79
N2O

⑥ The ramp has a sharp right turn onto a main road, followed by another turn to the left. Pick up speed as you travel through Royal Port. Most of the streets are wide and you can take these turns at high speeds. About halfway through this part of town, some tight turns can catch you by surprise if you're not watching for them. Before you know it, you're back on the freeway and headed back to Burnwood.

NEAR MISS
1X
381
SPRINT RACE
08:48.01
POS 4/11
Race to the finish line
COOLDOWN
635
6.39 mi
MPH
128
N2O

⑦ Take the first exit at Burnwood and slow down on the off-ramp. It has a tight turn, followed by a left turn onto a main street. Follow this wide street around the edge of Burnwood. You can handle this at high speed, just watch for traffic. Toward the end, take four 90-degree left turns in a row. Powerslide through these and then punch it all the way to the finish line!

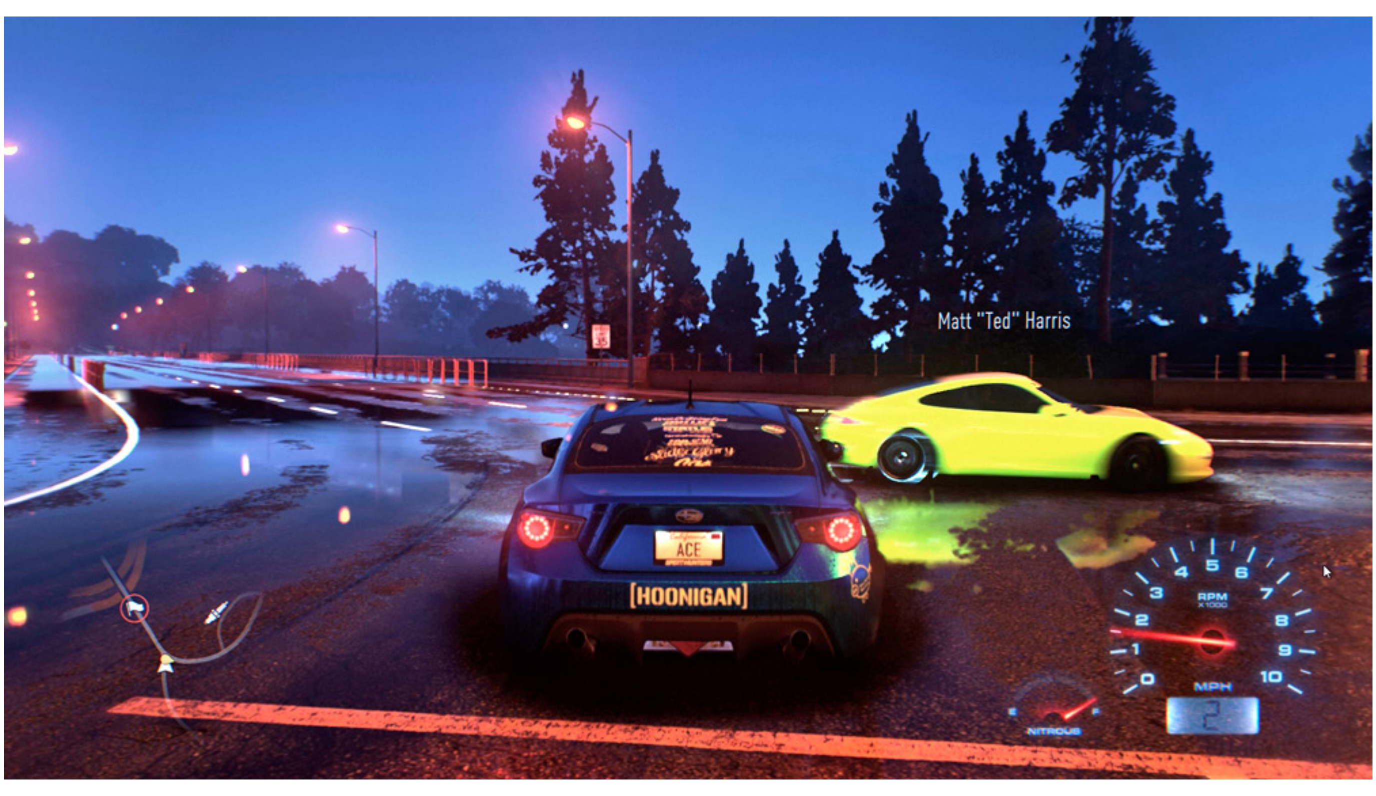
## TIP

**After finishing the final event, return to the club where it all started for a celebration with everyone. Great Job!**

# Overview

There are four different types of Collectibles scattered throughout Ventura Bay. The game keeps track of the ones you find. These include types of cars you have beaten in spontaneous races, as well as vistas, donut spots, and “free” parts.

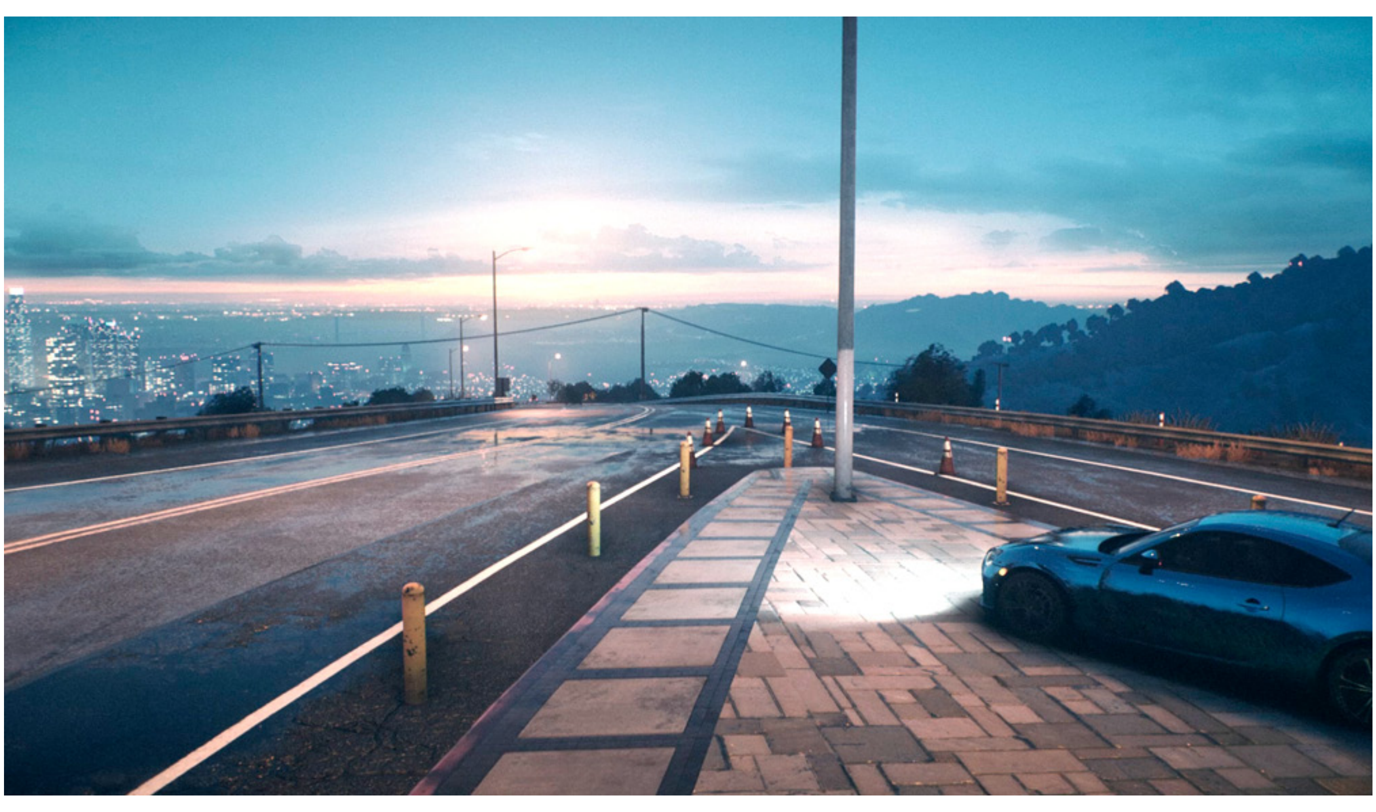
## CAR CHALLENGES

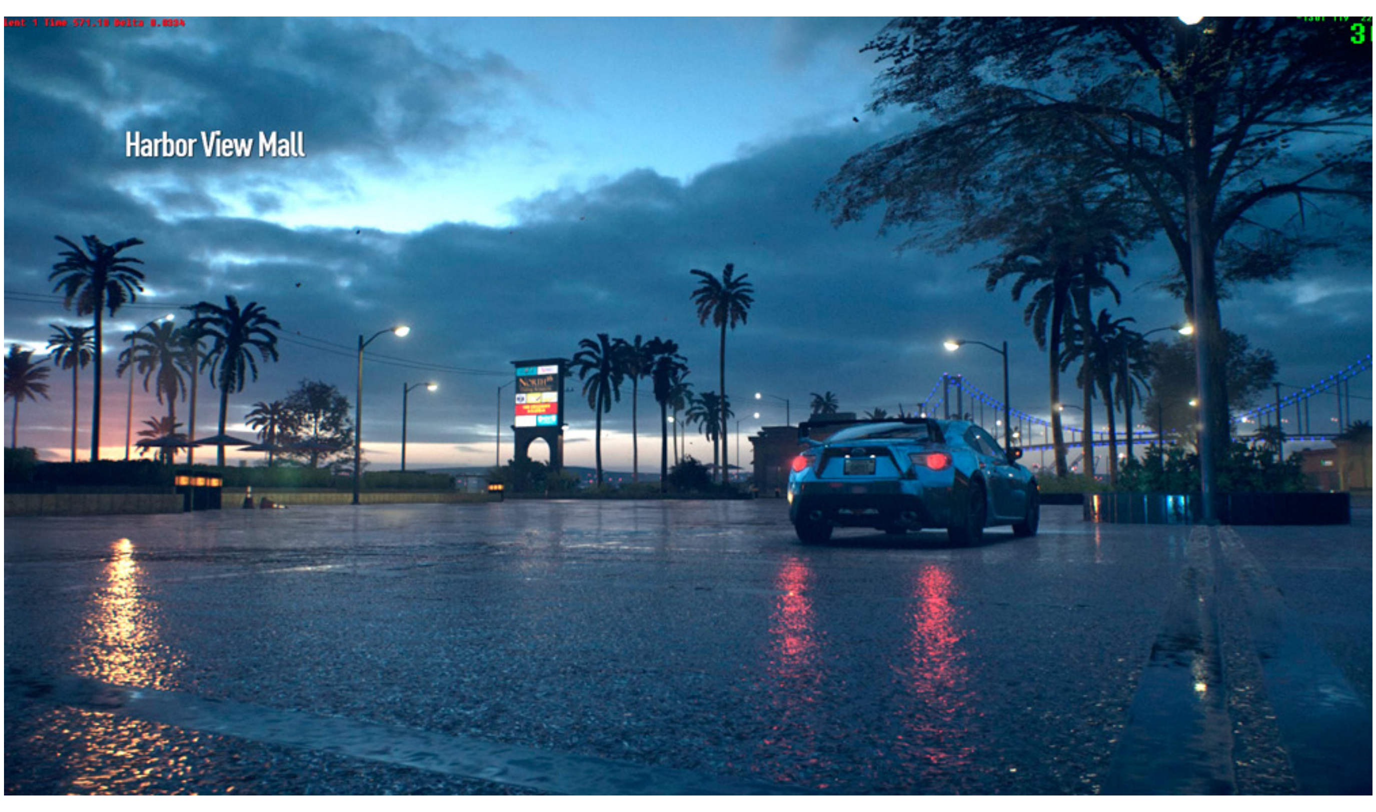


Boteek
Here It Comes
00.67
POS 2/2
HOONIGAN
4.81 mi
NITROUS
45

There are 51 different types of cars driven by other racers. As you drive around Ventura Bay, these vehicles appear as yellow icons on your mini-map. A name appears over the car as you drive by. If you’re not currently involved in an event, you can challenge them to a race. They can also challenge you. Once you win that spontaneous event, that type of car is added to your collection of cars you have beaten. Drive around town looking for the cars you need to add to your list.

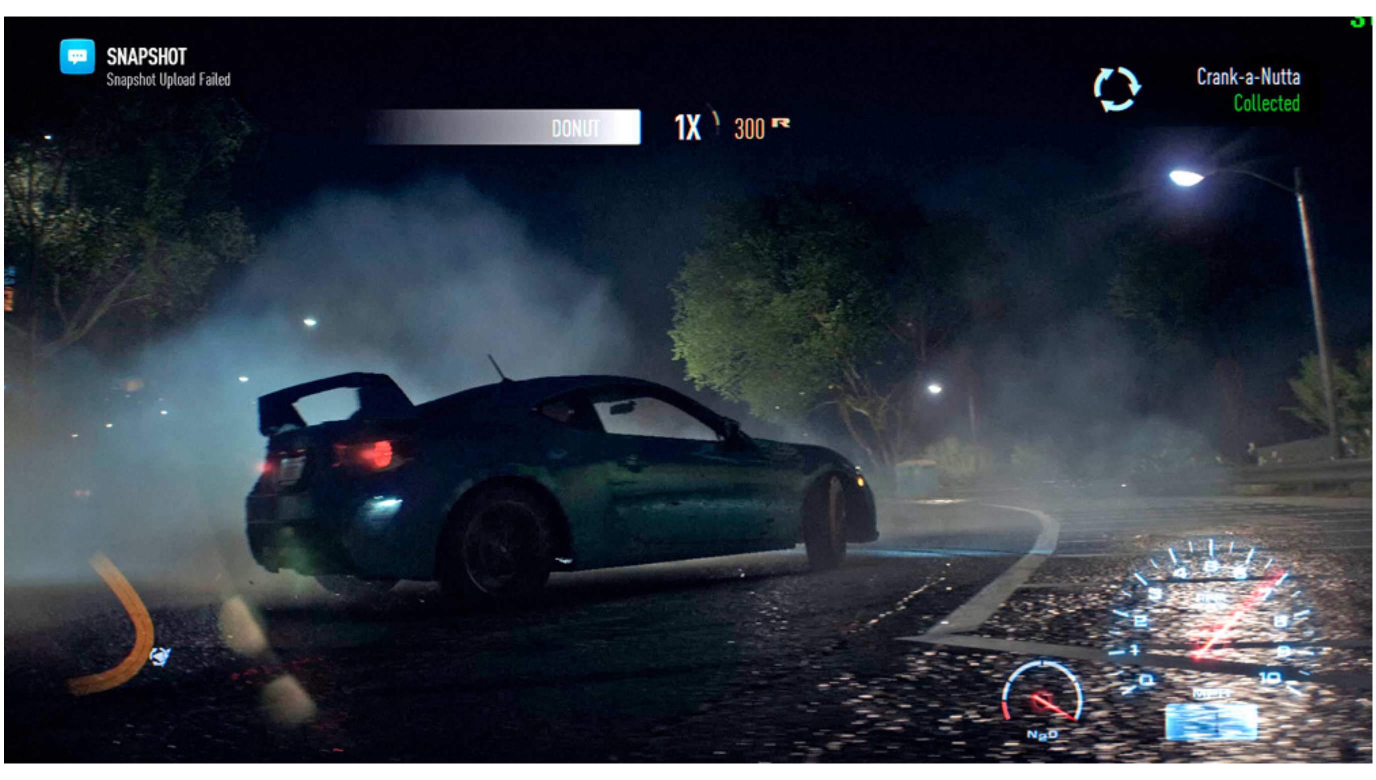
## VISTAS

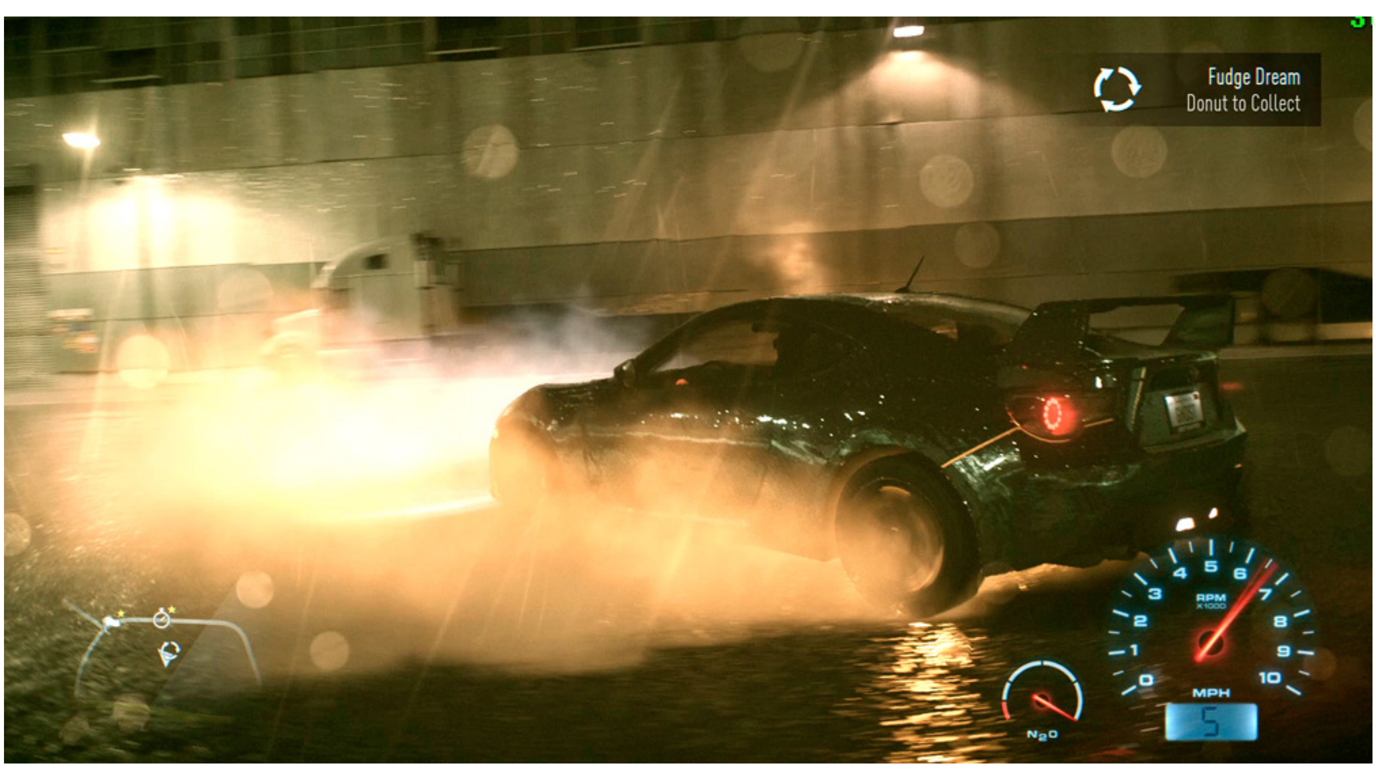




Ventura Bay has several sights for you to see. There are also spots that provide a scenic view. These are called vistas and there are 30 of them scattered around the city. Each district has five different vistas for you to find. They appear as a camera shaped icon. Stop at each one and take a snapshot to add it to your collection.

## DONUT SPOTS

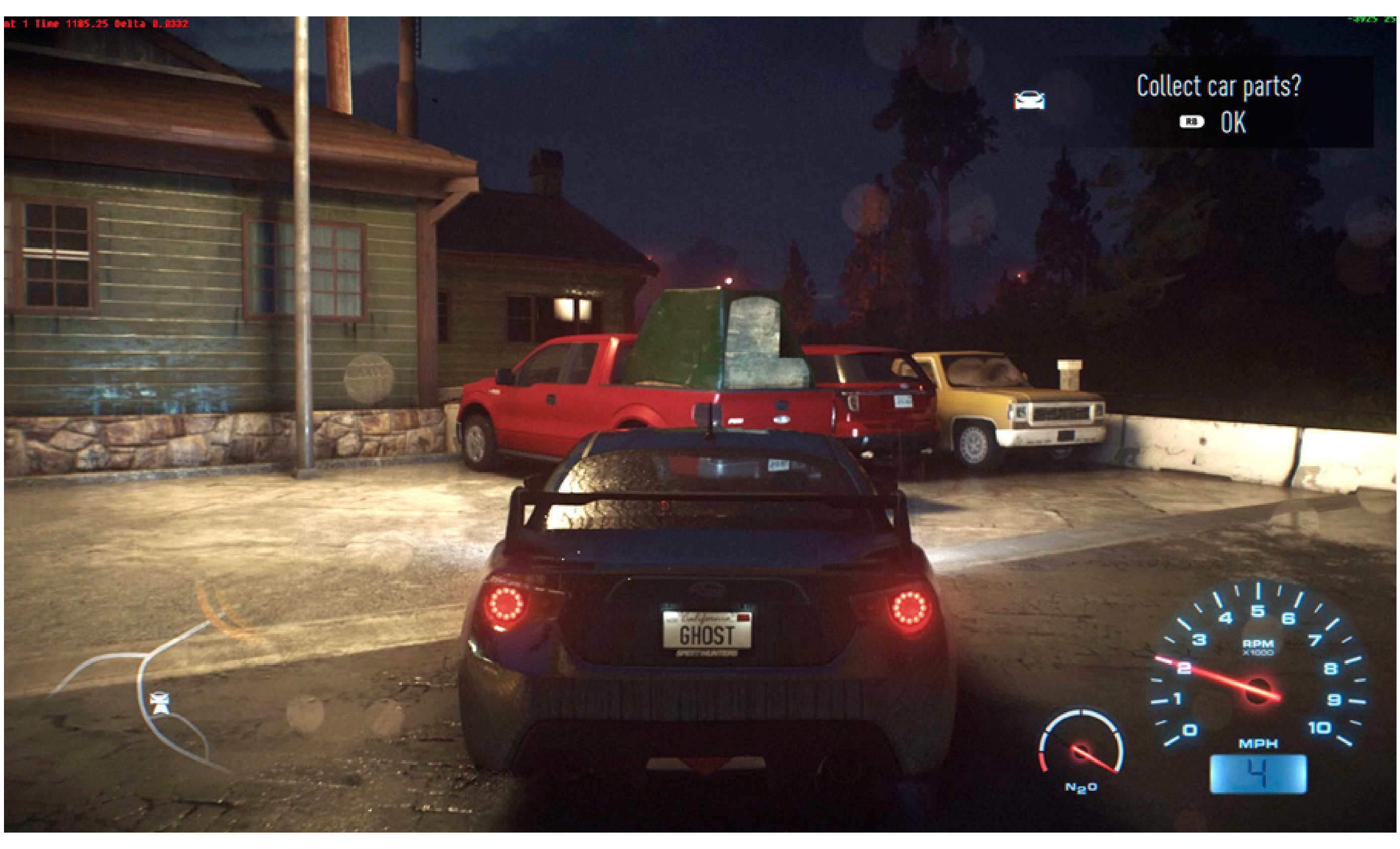




There’s nothing like leaving a donut in the middle of the road or a parking lot. There are 30 different spots around Ventura Bay where you can leave your mark and add to this list. These spots are marked with an icon of arrows in a circle. When you enter one of these areas, flares ignite that indicate the boundaries and let you know it’s time to leave some rubber.

Doing a donut is easy if you know how. First you need a car with rear wheel drive. If you’re driving one with front wheel drive, don’t even try—you can’t do it. It’s also difficult to do if your car has a lot of horsepower or is tuned for grip. A car you use for drifting is also ideal for donuts. Now get in the middle of the area and turn your wheels all the way in one direction, then hit the gas. You may need to tap the brakes to get the spin started. After a couple of revolutions, you can add that spot to your list.

## “FREE” PARTS



Parts for your car can get quite expensive. Luckily for you, there are 12 trucks scattered around Ventura Bay with parts in the back—unattended and just waiting for you to pick them up! Look for car icons as you drive around. They indicate a spot where these trucks are parked. To get the parts, just drive up next to one of the trucks and add it to your collection. When you return to the garage, check the Parts Inbox. You can then claim the parts or sell them for cash.

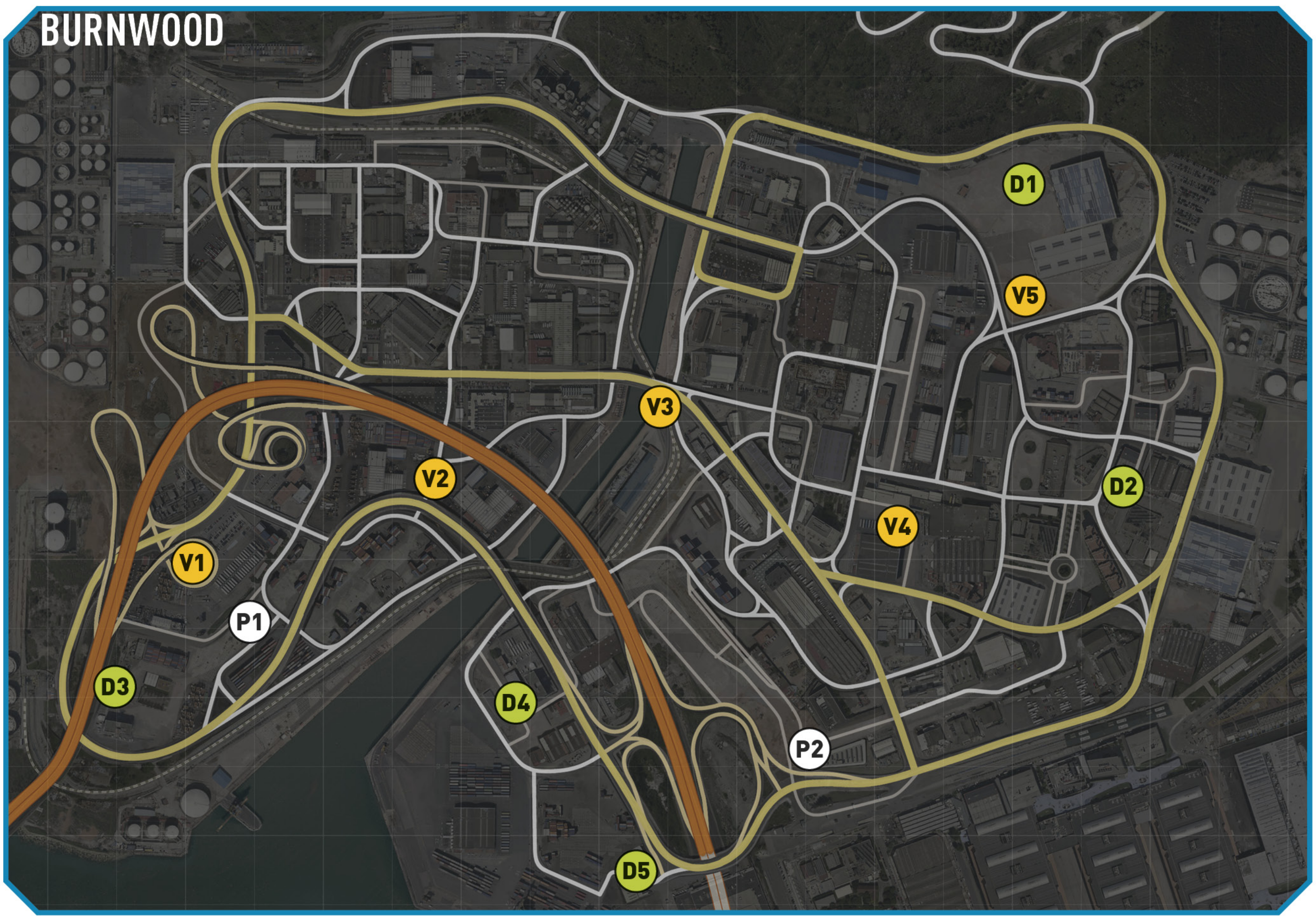
### TIP

**Some parts can be quite expensive. Therefore, if you want to upgrade your car and not spend all your hard won cash, drive around and pick up some of the “free” parts. The following maps and tables list the types of parts available and where you can find them.**

NEED FOR SPEED

Locations of Collectibles

# Burnwood


BURNWOOD
D1
V5
V3
V2
D2
V4
V1
P1
D3
D4
P2
D5

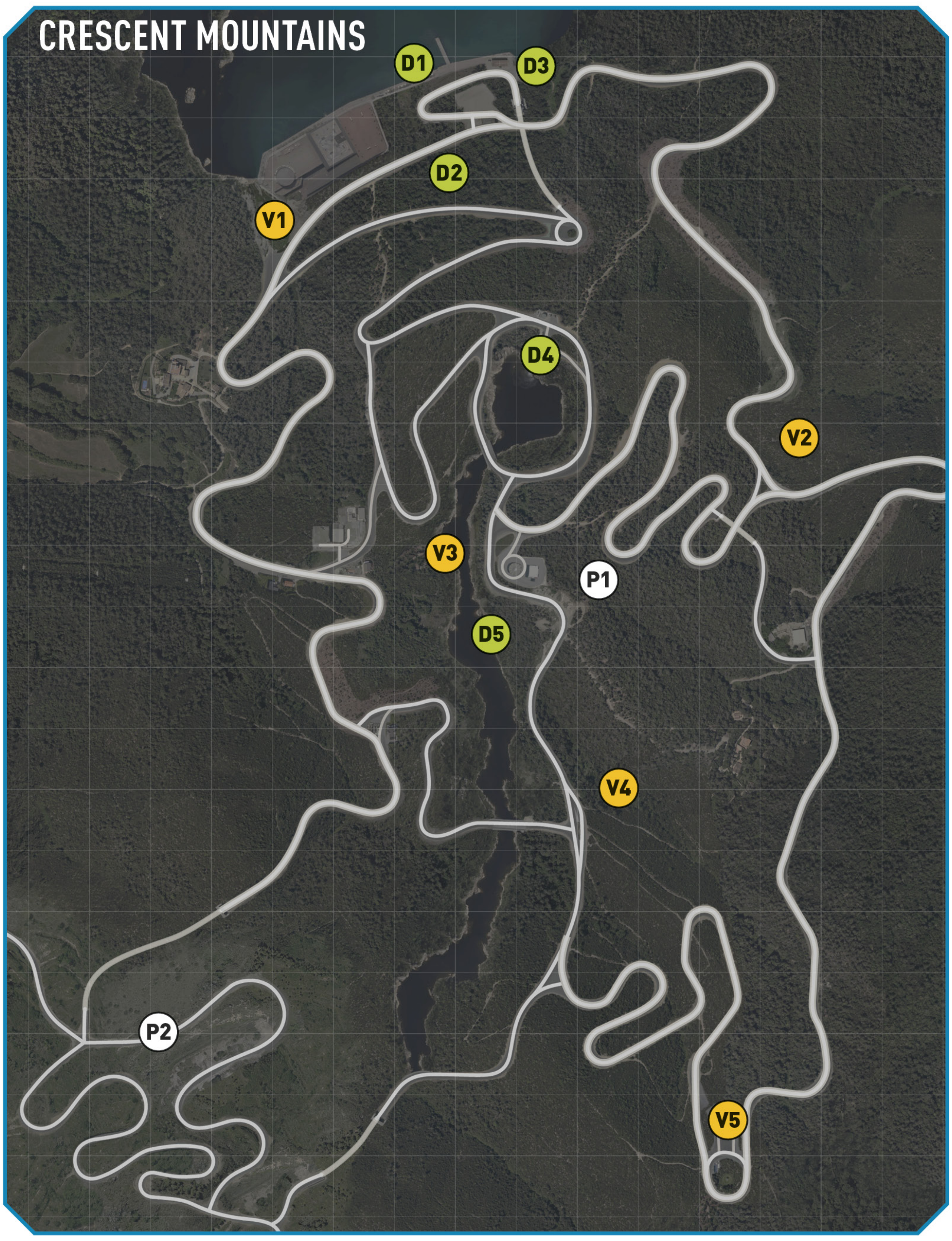
| | TYPE OF COLLECTIBLE | NAME |
|---|---|---|
| V1 | Vista | Cross Roads View |
| V2 | Vista | Shoreline Front Bay |
| V3 | Vista | Ventura Bay Skyline |
| V4 | Vista | Ventura Bay Downtown |
| V5 | Vista | Beckenholl View |
| D1 | Donut Spot | Maple Bacon |
| D2 | Donut Spot | Sprinkle Frost |
| D3 | Donut Spot | Koko Ganache |
| D4 | Donut Spot | Fudge Dream |
| D5 | Donut Spot | Lemon Refresher |
| P1 | “Free” Part | Intercooler w/h 31x8 |
| P2 | “Free” Part | Supercharger Elite-Tune SC V1 TUNER |

PRIMA GAMES

NEED FOR SPEED

Locations of Collectibles

# Crescent Mountains

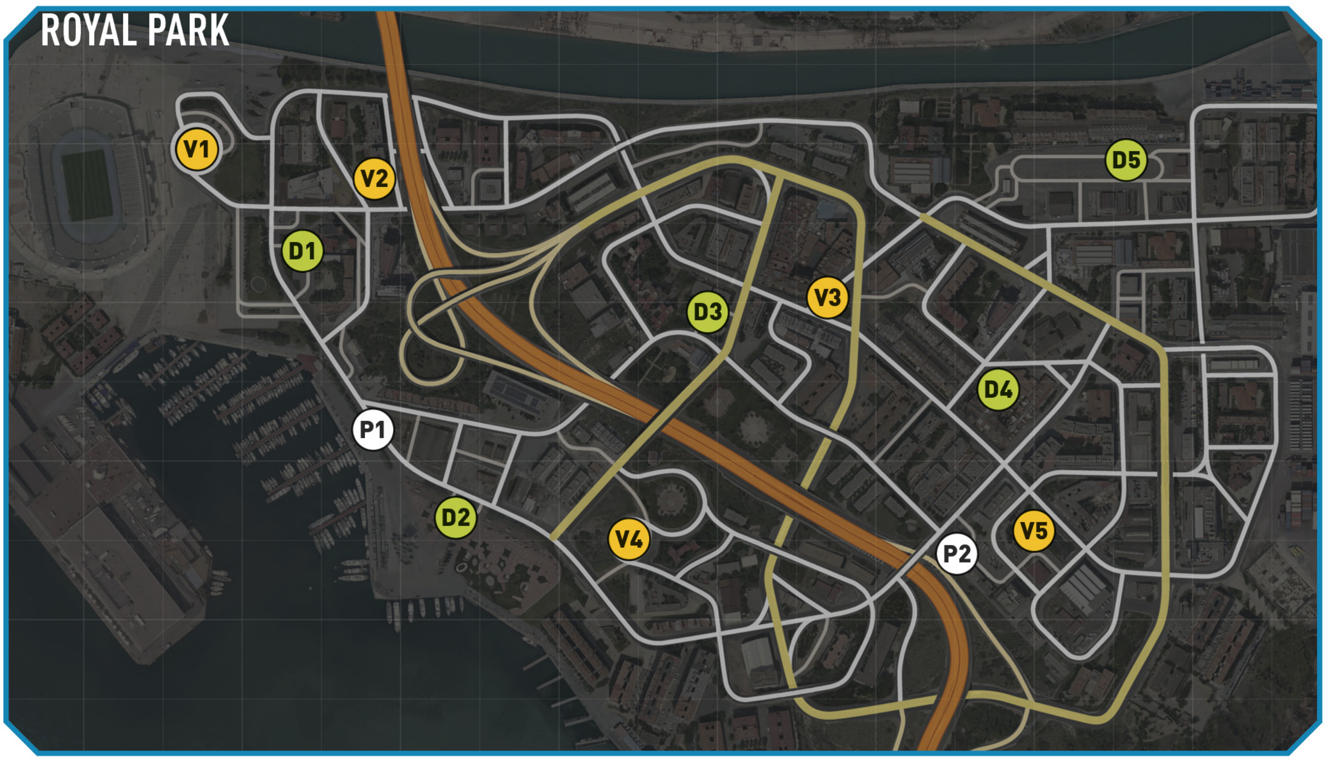


| | TYPE OF COLLECTIBLE | NAME |
|---|---|---|
| V1 | Vista | Weid Canyon Dam |
| V2 | Vista | Crescent Mountain View |
| V3 | Vista | Weid Canyon River |
| V4 | Vista | Granite Springs View |
| V5 | Vista | Granite Springs Monument |
| D1 | Donut Spot | Apple Crumble |
| D2 | Donut Spot | Nutty Choco Fudge |
| D3 | Donut Spot | Café au Creme |
| D4 | Donut Spot | Evil Caramel |
| D5 | Donut Spot | Chocolate Orange |
| P1 | “Free” Part | Clutch with 0.1 s gear change time |
| P2 | “Free” Part | Time Fill Nitrous 5 lb capacity |

NEED FOR SPEED

Locations of Collectibles

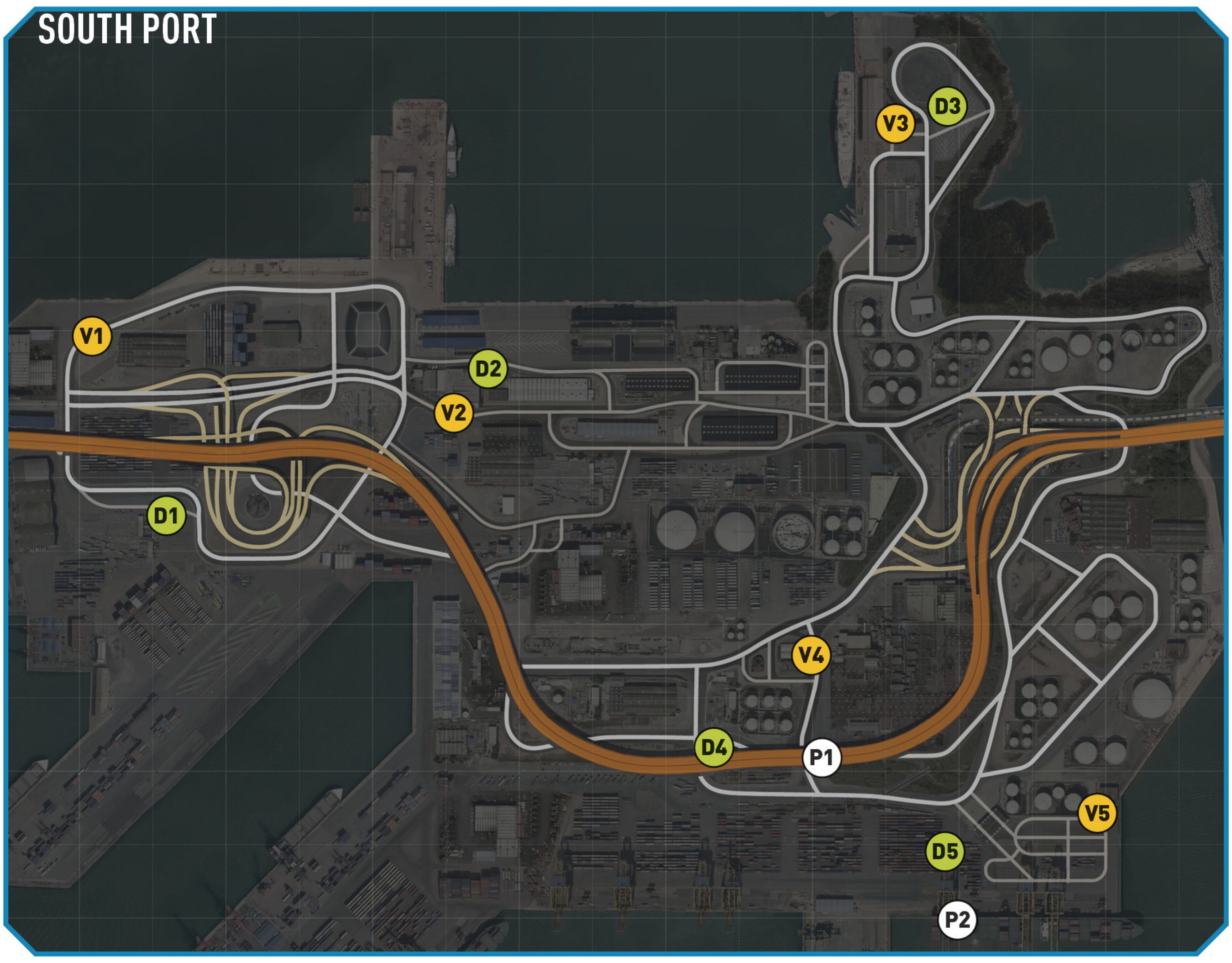
# Royal Park


ROYAL PARK
V1
V2
D1
D3
V3
D5
D4
P1
D2
V4
P2
V5

| | TYPE OF COLLECTIBLE | NAME |
|---|---|---|
| V1 | Vista | GHOST Stadium |
| V2 | Vista | Millennium Bridge |
| V3 | Vista | Lone Palm Village Crossings |
| V4 | Vista | Arcadia Park |
| V5 | Vista | East Esplanade Old Industrial |
| D1 | Donut Spot | Locococo |
| D2 | Donut Spot | Deep Almond |
| D3 | Donut Spot | Butter Fiesta |
| D4 | Donut Spot | Purple Glaze |
| D5 | Donut Spot | Very Berry |
| P1 | “Free” Part | Aftermarket Fuel Pump |
| P2 | “Free” Part | Drop In Filter |

Locations of Collectibles

## South Port

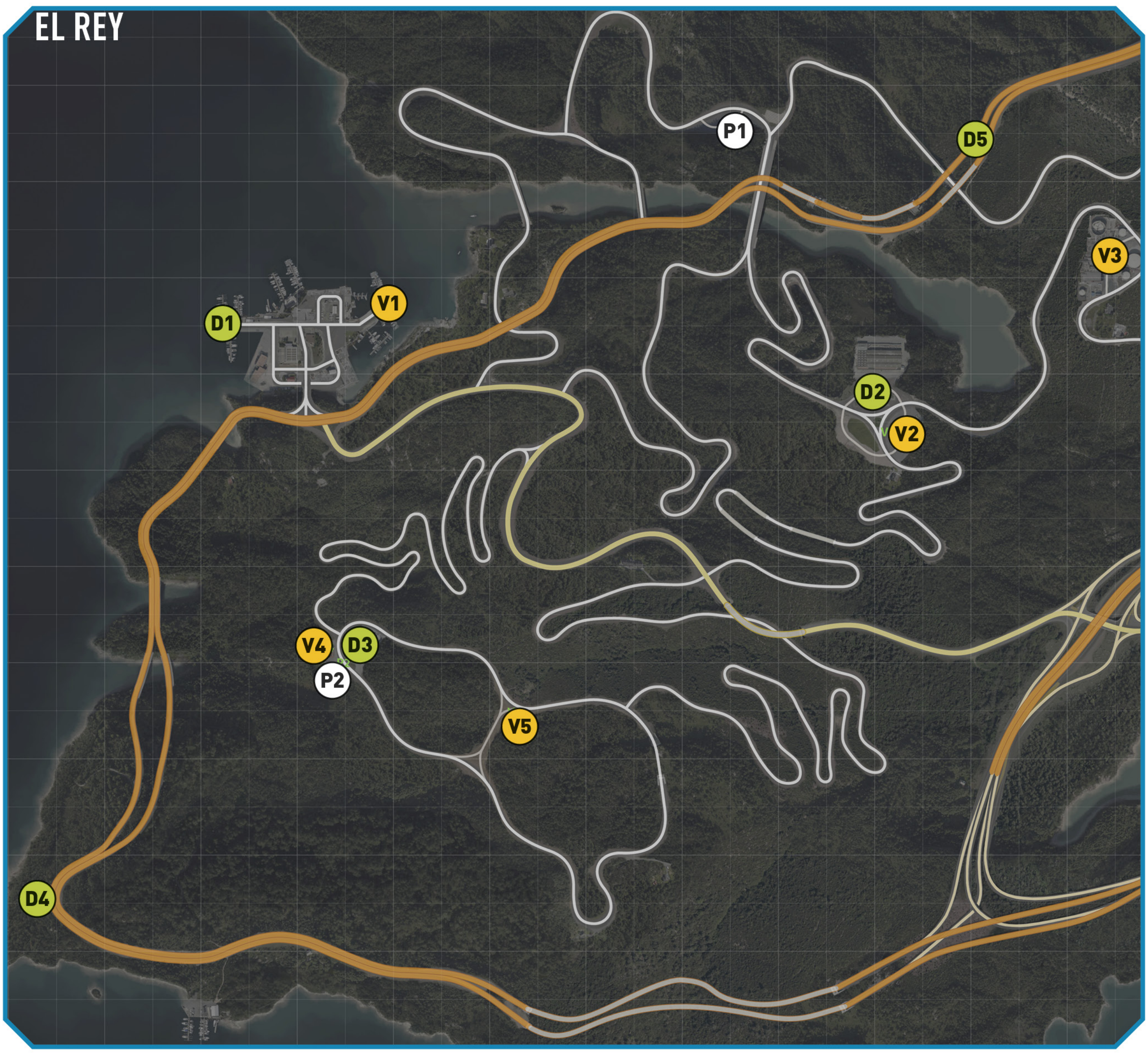


| | TYPE OF COLLECTIBLE | NAME |
|---|---|---|
| V1 | Vista | South Port Bridge |
| V2 | Vista | Navy Pier |
| V3 | Vista | Ventura Bay Art Centre |
| V4 | Vista | VB Petrochemical Plant |
| V5 | Vista | San Pedro Docks |
| D1 | Donut Spot | Nasty Glazed |
| D2 | Donut Spot | Chestnut Heaven |
| D3 | Donut Spot | Cinnamoney |
| D4 | Donut Spot | Honeylicious |
| D5 | Donut Spot | Frosted Devil |
| P1 | “Free” Part | EL Manifold |
| P2 | “Free” Part | Decatted Race Exhaust |

NEED FOR SPEED

Locations of Collectibles

# El Rey

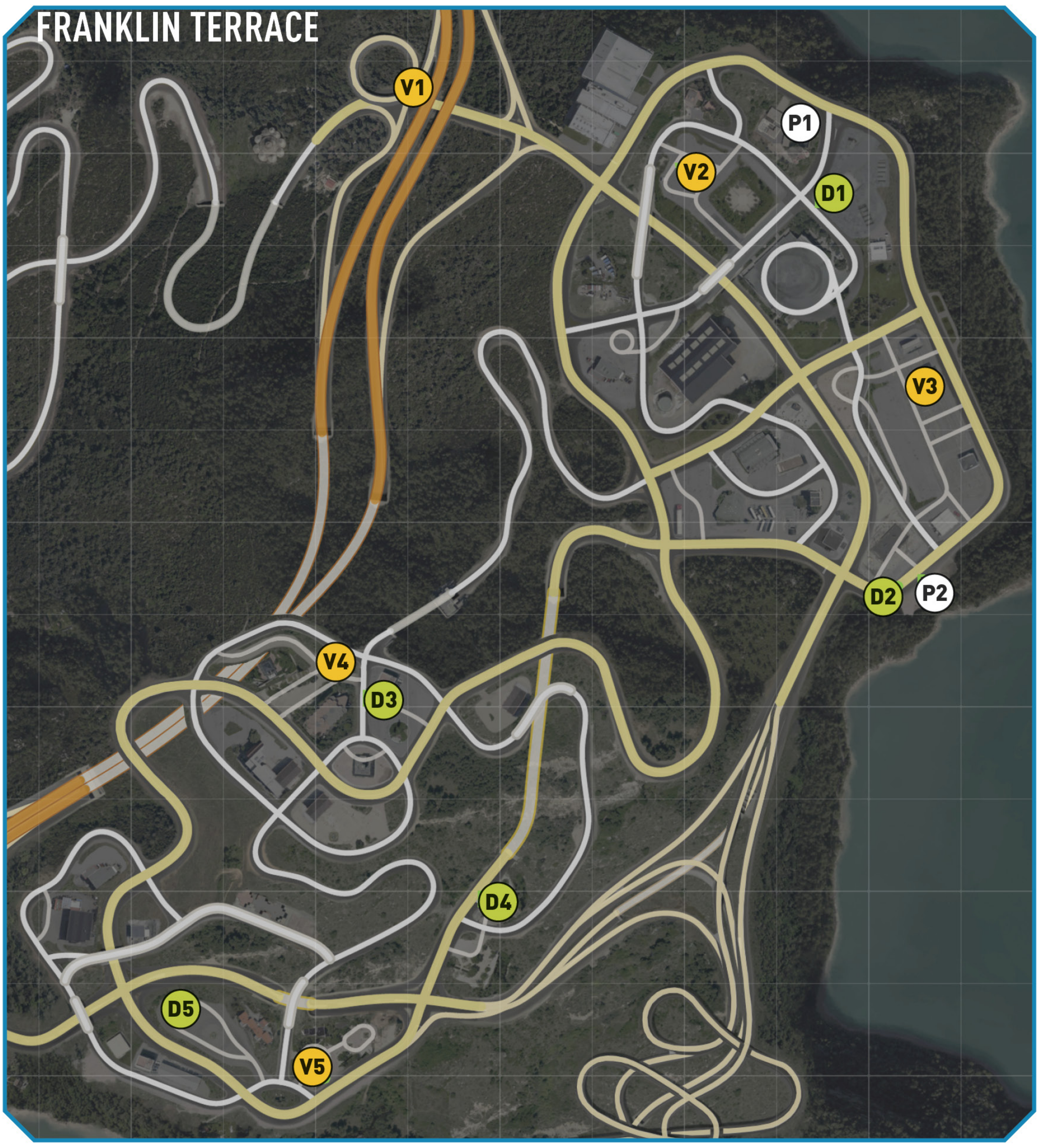

EL REY
P1
D5
V3
V1
D1
D2
V2
V4
D3
P2
V5
D4

| | TYPE OF COLLECTIBLE | NAME |
|---|---|---|
| V1 | Vista | El Rey Pier |
| V2 | Vista | Sinner's Peak Observatory |
| V3 | Vista | Castle Water Treatment Plant |
| V4 | Vista | Ventura Bay Ocean View |
| V5 | Vista | Bishop Rock Hills |
| D1 | Donut Spot | Angel Whip |
| D2 | Donut Spot | Choc n' Chip |
| D3 | Donut Spot | Giant Sin |
| D4 | Donut Spot | Crank-a-Nutta |
| D5 | Donut Spot | NorthEast El Rey |
| P1 | "Free" Part | Fully Adjustable Brakes |
| P2 | "Free" Part | Fully Adjustable Handbrake |

NEED FOR SPEED

Locations of Collectibles

# Franklin Terrace


FRANKLIN TERRACE
V1
P1
V2
D1
V3
D2
P2
V4
D3
D4
D5
V5

| | TYPE OF COLLECTIBLE | NAME |
|---|---|---|
| V1 | Vista | Franklin Terrace View |
| V2 | Vista | Morphus |
| V3 | Vista | Harbor View Mall |
| V4 | Vista | Apollo Heights |
| V5 | Vista | BBA Industries |
| D1 | Donut Spot | Drizzled Dough |
| D2 | Donut Spot | Pecan Punch |
| D3 | Donut Spot | Vanilla Monster |
| D4 | Donut Spot | Marshmallow Pop |
| D5 | Donut Spot | Rockhard Melts |
| P1 | “Free” Part | Aftermarket Camshaft Elite 4 243 inch |
| P2 | “Free” Part | Elite Tuning Ported Block v.2 Engine Block |

NEED FOR SPEED

Achievements & Trophies

# Overview

| NAME | DESCRIPTION | XBOX ONE | PS4 | ORIGIN |
|---|---|---|---|---|
| Home Is Where You Car Is | Acquired your spot in the garage | 5 | Bronze | 5 |
| Guidance From Amy | You competed against Amy's high horsepower contacts | 10 | Bronze | 10 |
| R.W.B. | You've met the legendary builder Nakai San | 30 | Silver | 30 |
| Iconic Builder | You've Become a Build Icon | 40 | Silver | 40 |
| I am speed | You've Beaten Magnus' Record Time | 10 | Bronze | 10 |
| Urban Outlaw | You've Beaten Magnus' Personal Challenge | 30 | Silver | 30 |
| Fulfilling The Need | You've Become a Speed Icon | 40 | Silver | 40 |
| Training Wheels Off | You've learned to drive with style | 10 | Bronze | 10 |
| Single Take Star | You've completed a single-take of Ken's Gymkhana | 30 | Silver | 30 |
| The Hoonigan | You've become a Style Icon | 40 | Silver | 40 |
| Unstoppable | Prove that not even 10 roadblocks can stop you | 10 | Bronze | 10 |
| Surprised? Me Neither | You've uncovered the truth about Travis | 30 | Silver | 30 |
| Above The Law | You've become an Outlaw Icon | 40 | Silver | 40 |
| One For All... | You've found yourself a crew | 10 | Bronze | 10 |
| Choo Choo! | All aboard the drift train! | 30 | Silver | 30 |
| ... And All For One | You've reached the top with your crew | 40 | Silver | 40 |
| The Ultimate Icon | You've become the Ultimate Icon | 110 | Gold | 110 |
| Early Days | You've reached rep level 10 | 20 | Silver | 20 |
| Getting Noticed | You've reached rep level 25 | 30 | Silver | 30 |
| Can I Get Your Autograph? | You've reached rep level 50 | 110 | Gold | 110 |
| Tuned for Excellence | Win any event with a tuned car | 10 | Bronze | 10 |
| Social Scene | Get called out by other racers 50 times for your skills | 15 | Silver | 15 |
| Triple Crown | Win three events in a row | 20 | Silver | 20 |
| Beyond Extreme | Tune a car to max drift or grip settings | 45 | Silver | 45 |
| Full Power | Equip top end performance parts to each category of a car | 45 | Silver | 45 |
| Full House | Fill Each spot in your garage | 35 | Silver | 35 |
| Building Your Stable | Purchase another car for your garage | 15 | Silver | 15 |
| That Perfect Moment | Max out all 5 scoring styles in a single moment | 25 | Silver | 25 |
| No filter | Take your first snapshot | 5 | Bronze | 5 |
| Serious Fun | Complete 15 daily challenges | 110 | Gold | 110 |
| I Feel the need... | Collect All Trophies | N/A | Platinum | N/A |